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MAY 1988 No 74 HFL7.50

£1.50



STREET FIGHTER PUTS THE BOOT IN

NOW TURN TO PAGE 8

100 POKES ON TAPE!

SIDE A: DAN DARE II

SU SPECIAL EDITION

NEW SCREENS BY THE TOTALLY ACE GANG OF FIVE!

100 POKES!!GASP!!

SIDE B: STREET FIGHTER

PLAY THE FIRST LEVEL OF US GOLD'S LATEST!

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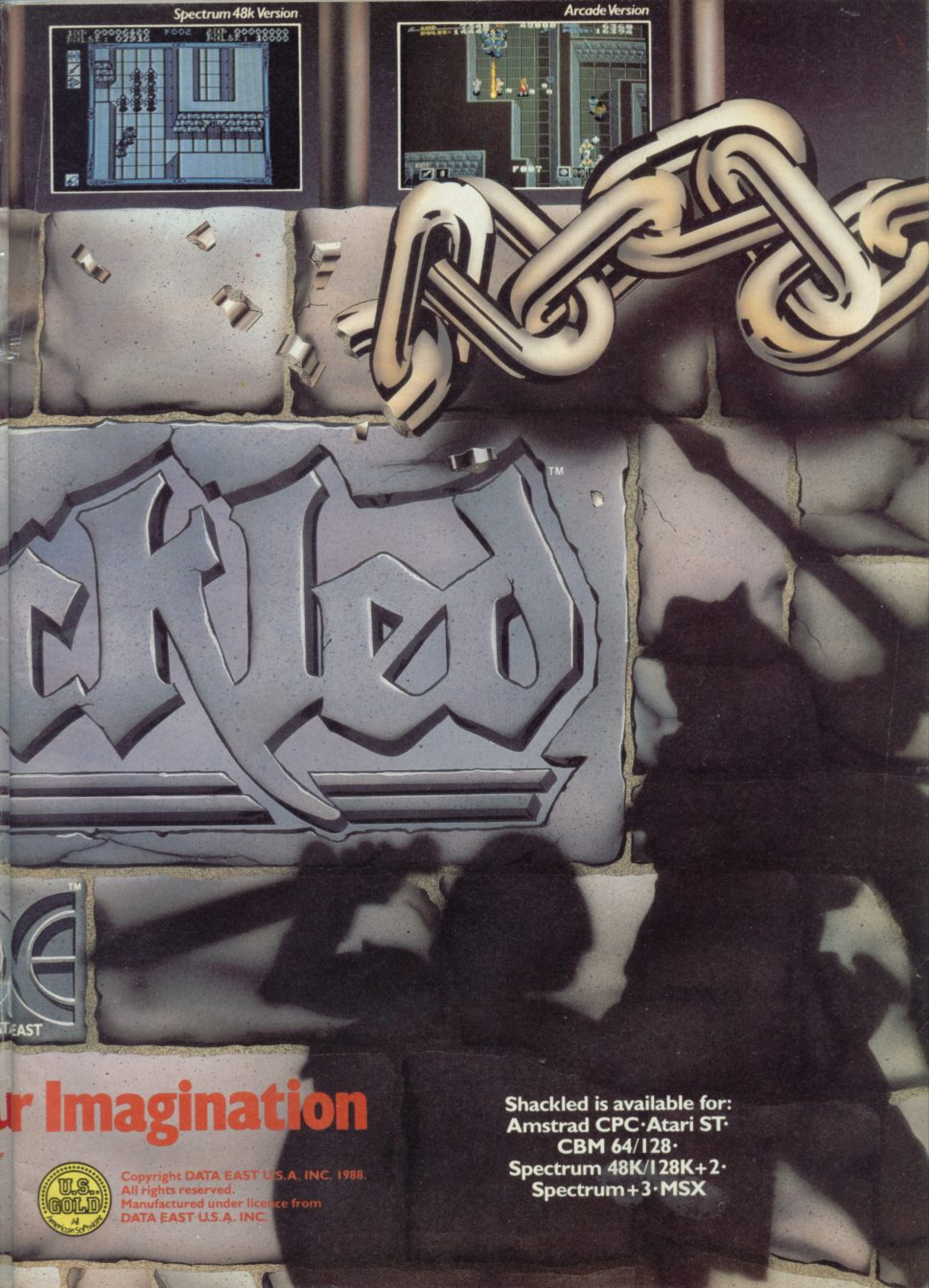
SPECTRUM GAMES START HERE

REVIEWED: RASTAN SAGA

CRAZY CARS ★ EARTH LIGHT ★

OPERATION WOLF MEGA PREVIEW


Atari ST Version
DATA E
Unchain you
Your friends are prisoners within the mysterious castle. Release the fetters that bind them and chain them to yourself; only then can you make your escape. Release as many as you can for their predicament is dire, though the more you have on your chain the slower your progress will be! Defend yourself with a choice of 8 different weapons! Battle your way through 112 stages of gripping continuous action! Defeat your foes, rescue your friends, escape from every stage; only then is freedom yours!



Spectrum 48k Version
Arcade Version
TM
TM
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r Imagination
Shackled is available for:
Amstrad CPC·Atari ST·
CBM 64/128·
Spectrum 48K/128K+2·
Spectrum+3·MSX
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U.S. GOLD

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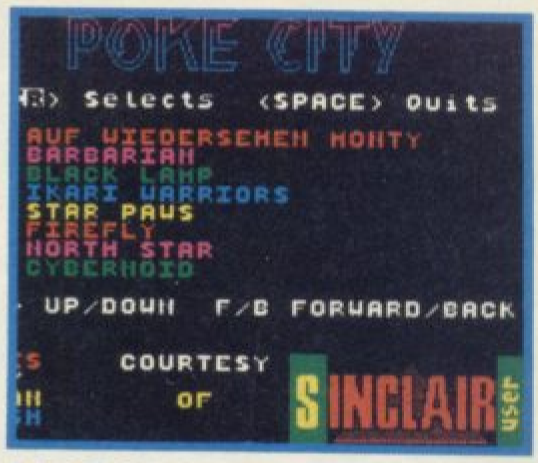
EDITOR **Graham Taylor** STAFF WRITER **Jim Douglas** STAFF WRITER **Tamara Howard** ART EDITOR **Gareth Jones** DESIGNER **Andrea Walker** ADVENTURE **The Sorceress** ZAPCHAT **Jon 'Mr Blagger' Riglar** TECHNICAL **Andrew Hewson, Rupert Goodwins** CONTRIBUTORS **Tony 'a fiver if my name goes first in the list' Dillon, Chris 'Can't you trust me for the dosh?' Jenkins** ADVERTISEMENT MANAGER **Katherine Lee** ADVERTISEMENT EXECUTIVE **Alison Morton** AD PRODUCTION **Emma Ward** PUBLISHER'S ASSISTANT **Debbie Pearson** PUBLISHER **Terry Pratt** MARKETING **Clive 'If anybody asks I'm at lunch' Pembridge**
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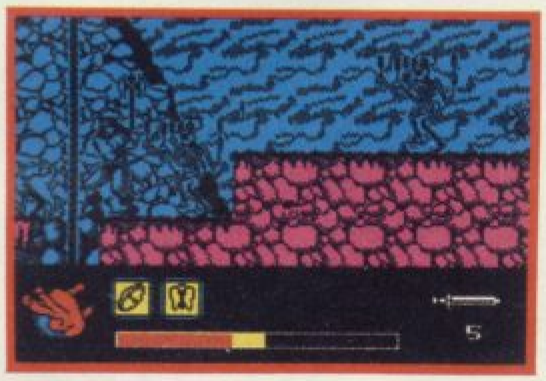
MEGATAPE THREE 8

Unbelievably this tape has got 100 Pokes, a totally exclusive version of Dan Dare II and the first level of the totally awesome Street Fighter for you to play. Turn to page 8 now to get all the details and discover why we fell about laughing when we saw what those other mags had put on their tapes!









SOFTWARE

ARCADE



STRATEGY

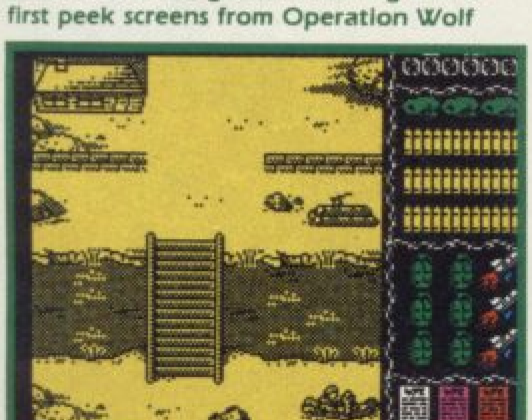
SIMULATION



ADVENTURE

PREVIEWS 84

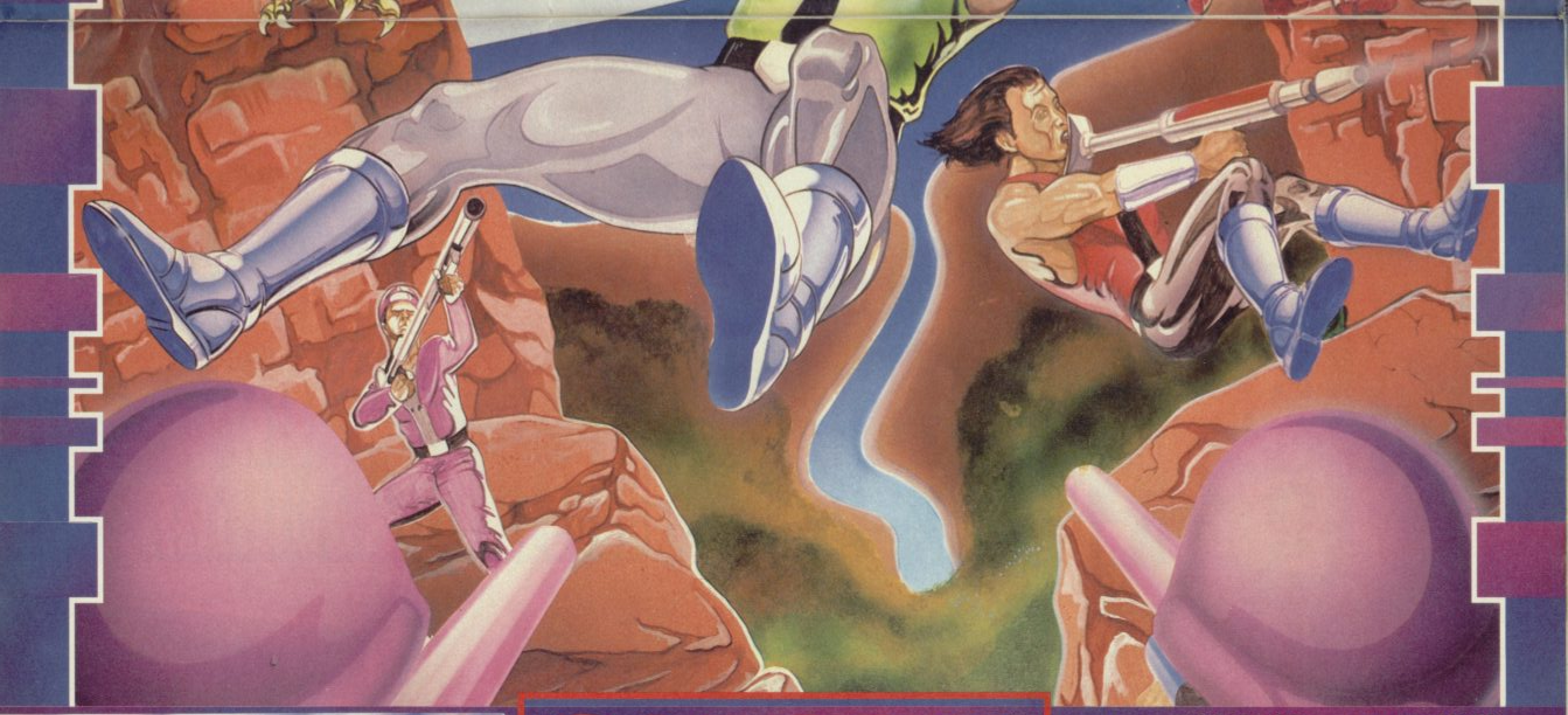
What a lotta we gotta! Including lots of first peek screens from Operation Wolf which is certain to be the next thing on your micro. Also featured: Mickey Mouse, Green Beret II, Hercules, and more!





REGULARS


BIONIC™
COMMANDOS



MEGA TAPE 3

GANG OF FIVE

Virgin's in-house development team consists of six people. Some of you may find this odd ... The team consists of Alex Martin, Nicole Baikaloff, Martin Wheeler, Dave Chapman, David George and Andy Green

Alex Martin: Worked for Big Al Sugar himself but escaped – now does graphics and game design

Nicole Baikaloff: Ex-**Software Projects** – a graphics specialist

Martin Wheeler: One of the original Gang members, "a talented little sod," specialising in graphics and game design

Dave Chapman: Left the dole to become one of the most well known of Gang members, and codes just about everything

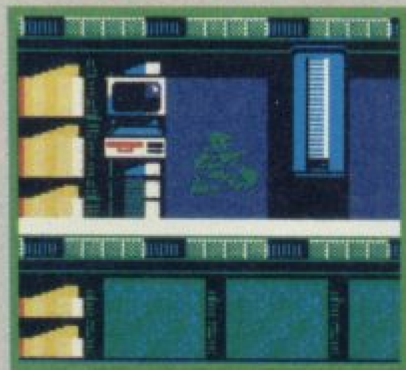
Andy George: Ex-**Orpheus** (remember them?) a programmer so young it makes you sick

David Green: Is the newest team member and spends all day playing games. "He can complete a difficult arcade game in the time it takes an average reviewer to find a pencil." (Wot, only one)?

GANG OF FIVE

Began in 1984 with a conversion of **Sorcery** by Martin Wheeler. Next came **Strangeloop,** a very highly rated arcade game, and a number of other programs until **Dan Dare – Pilot of the Future** finally brought the team the success it deserved. **SU** and other magazines went GaGa over the graphics. **Rebel** came next – and had an original game design based on mirrors (which subsequently got copied by a lot of other people). **Action Force** used the sophisticated graphics developed in **Dan** in a game licence which many said was far better than the little plastic toys deserved ...

AND NOW ... Last Month **Gang of Five** released **Dan Dare – The Mekon's Revenge.** And this month we review **Action Force II,** go look at page 11!





DAN DARE II SU SPECIAL EDITION

A lot of people thought **Dan Dare II** was a pretty hard game. We think that **Dan Dare II – The Special Edition** is even harder. Tony Dillon was almost crying with frustration trying to get through the first door – how we laughed **Dan Dare II SU** is based closely on the full priced game and uses the same graphics and gameplay techniques. It is shorter, obviously, but it's teeth grindingly difficult and for those few people who will ever crack it – deeply rewarding. WILL YOU BE ONE OF THE FEW?

SPECIAL COMPETITION

THE FIRST PERSON TO RING US WITH THE EXACT WORDING OF THE FINAL SCREEN OF THE GAME WILL WIN A COPY OF THE FULL PRICE VERSION OF THE GAME!

Dan Dare, comic book hero is desperate to get the latest copy of **SU** before they are all sold out. Unlike most of us, who only have to grapple with rude assistants, people who stand there reading about Whippets for sale in *Exchange and Mart* and headbangers buying this month's *Sounds*, **Dan Dare** has to fight his way past:

Alien Jet Bike blasters (watch those energy levels droop)

Magnet Beams (which constantly push Dan off course and will no doubt cause the ill-informed to ring us up saying there is a bug in the program)

Force Fields (which Dan has to switch off – somehow)

Giant Crushers (which are giant, and crush things)

All the usual joystick options, with keyboard commands as follows:

Q – up
A – down
I – left
O – right
P – fire

You can figure out the rest yourself.



STREET FIGHTER PLAYABLE DEMO

Play the game at the same time as you are reading the review!

Check out the giant sprites and the authentic animation. Play the first level of the game and get those kicks and punches into practice for when the full program is released.

Game Objective:

JOYSTICK	RESULT
Down	Crouch
Down+right	Crouch+lean forward
Down+left	Crouch and lean back
Right	Advance
Left	Withdraw
Up	Leap
Up+left	Backward somersault
Up+right	Forward somersault

You can punch and kick by holding, and then releasing, the fire button with the joystick in the following position for these effects:

Down+right	Crouch+kick
Down	Crouch+punch
Down+left	Spinning crouch kick
Right	Kick
Neutral	Punch
Left	Turn kick
Up+right	Flying kick
Up	Flying punch
Up+left	Flying spin kick



Eleven Totally New Pokes

ARKANOID 2 – REVENGE OF DOH	(Infinite lives)
MEGA APOCALYPSE	(Infinite lives)
A DAY IN THE LIFE OF THING	(Unlimited ammunition & infinite energy)
RASTAN	(Unlimited energy & infinite lives)
CYBERNOID	(Infinite lives & each weapon device has infinite ammo)
NORTH STAR	(Infinite lives)
FIREFLY	(Unlimited energy and infinite lives)
STAR PAWS	(Infinite energy)
IKARI WARRIORS	(Infinite ammunition, infinite grenades & infinite lives)
BLACK LAMP	(Unlimited lives)
MASTERS OF THE UNIVERSE	(Infinite lives & infinite energy)





100 POKES ON TAPE

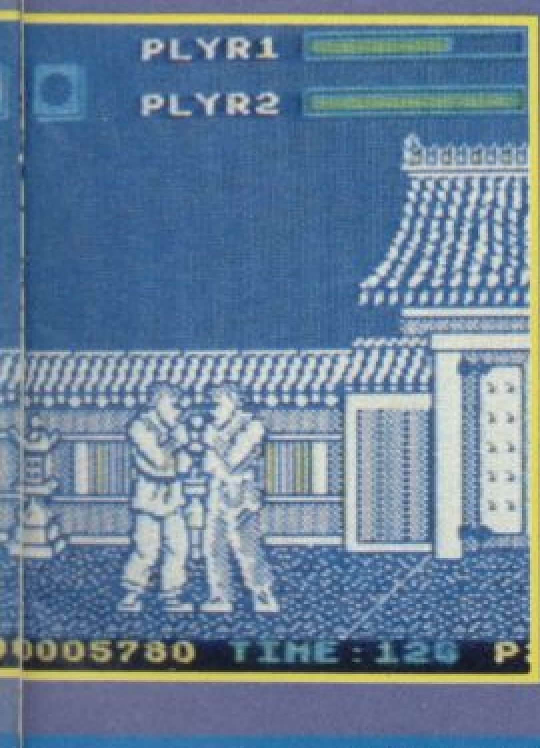
Do they mean it? They sure do.

Load up this section – which follows **Dan Dare II** on tape – follow the on-screen instructions to find the particular poke you want, press ENTER and load your game.

IMPORTANT NOTE

There are eleven totally new pokes in this section, they are listed above. The others have previously appeared as listings of one sort or another in SU but NONE HAVE EVER APPEARED ON TAPE BEFORE!

Travel around the world visiting exotic locations and beat the brains out of the people you find there!
Your man can be controlled with the combination of joystick movements listed here.



POKES ON TAPE (The Complete List)

How to be a Complete Bastard
Death Wish 3
Druid 2
Fruit Machine Simulator
Game Over Part One
Game Over Part Two
Gunrunner
Super Hang On Part One
Super Hang On Part Two
Jet Bike Simulator
Knightmare
Masters of the Universe
Match Day 2
Nemesis the Warlock
Voidrunner
Wiz
Wolfan
Rampage
Action Force
Agent X Part One
Agent X Part Two
Agent X Part Three
ATV Simulator
Ballbreaker
Basil the Great Mouse Detective
Thundercats Version One
Thundercats Version Two
Combat School
Sigma 7
Krakout
Paperboy
Light Force
Into the Eagle's Nest
Nether Earth
Shockway Rider
Butch Hard Guy
Amaurote
Bazooka Bill
Jailbreak
Knucklebüsters
Matianoids
Uridium
Slapfight
Killer Ring
Catch 23
Dragon's Lair II
Arkanoid
Uchi Mata
Quartet
Army Moves
The Living Daylights
Exolon
Mutants
Exploding Fist II
Agent Orange
Bombjack II
Impossiball
Zynaps
Auf Wiedersehen Monty
Dan Dare
Driller
Freddy Hardest Part One
Freddy Hardest Part Two
Hysteria
Implosion
Jack the Nipper Two
Mask II
Mask
Motos
Mystery of the Nile
Renegade
Flying Shark
Super Sprint
Stormbringer
Street Hassle
Through the Trapdoor
Wizball
Wonderboy
Yogi Bear
Road Runner
Athena
Curse of Sherwood
Saboteur 2
Transmuter
Plexar
Head Over Heels
Enduro Racer
Short Circuit Part Two
Gauntlet
Barbarian
Black Lamp
Ikari Warriors
Star Paws
Firefly
Northstar
Cybernoid
Rastan
Thing
Mega Apocalypse
Arkanoid 2

THE FLINTSTONES

I never really thought of myself as a child molester. I thought I had a kind of laid-back, live-and-let-live approach to kiddies. And I guess I did, until the Flintstones came along with that godforsaken kid, Pebbles. The game supposedly places you in the role of a caring father, but I could quite happily stick the over-smily cheesy brat in the blender. Look, I'll try and explain.

You know what it's like in Bedrock. Well, you probably don't, so I'll tell you. It's a pretty sleepy little place. Not too many things to do. About the most exciting thing a guy can get into on his day off is a bowling session with his buddies.

So it's understandable that you're liable to get a might distraught when the Mrs, Wilma, insists you get the whole interior of your cave painted before you go out. And on top of that, you've got to look after your kid, Pebbles, while Wilma flounces off to her mother's for the day.

So there you are, armed with a squirrel doused in paint and faced with a huge wall. Right. No time to waste. You've only got four pre-historic egg-timers to run out for Mrs Naggy gets back and grounds you for the evening. OK. Bosh, bosh, shum, shum, wallop, wallop. Loads of paint. Going lovely, isn't it? Filling up the paint brush is a piece of cake – just toddle over to the bucket, splosh the squirrel in it and shoot back to the wall. Quick check on Pebbles, who's writing on the walls with her crayons. Fine. Oh No! Rush over to Pebbles, grab her, the squirrel escapes, dump Pebbles back in her play pen, run around madly trying to catch the squirrel all the paint falls off the squirrel so you've got to get some more, back to the wall bosh bosh shum shum oop missed a bit more paint shum bosh wallop etc etc.

And just as you're about to fill up your paintbrush for the final splosh your last eggtimer runs out and Wilma comes back and you go completely mad and you smash everything in the house into a million tiny bits and set the squirrel on Wilma and stuff Pebbles through the window and trash the TV set and and and . . . You'll have to excuse me, it's just *so* frustrating.

Anyway, after about a thousand attempts (it really is unspeakably difficult) you will be allowed to get down to some serious bowling.

Now, Bedrock roads aren't the best in the world. And driving with stone wheels doesn't make life any easier. The next stage of the game involves getting from Barney's house to the bowling alley. This bit is a little like Moon Buggy, the old arcade game, with the buggy bouncing along, and you having to jump over craters and boulders. Should you hit any particularly unsuitable terrain, a wheel flies off Fred's motor and you'll have to go about finding and fitting a replacement.

The graphics throughout are both cute to look at and functional. But there are one or two problems. In the painting scene, you can be absolutely sure that you've covered the whole wall, and yet the game still seems unwilling to register the fact.

The bowling section is a very well presented part, but it's let down a tiny bit by thoughtless mechanics. After Fred has bowled, using the up and down controls to position him in the alley, and a sliding speedometer to determine how hard he bowls, it's Barney's turn. Barney waddles up and bowls his pseudo-random bowl in a fab graphical manner. The only problem is that this takes a number of seconds and once you've seen it once, the novelty wears a little thin. After the third go, you couldn't really give a flying bonk what it looks like – you just want to know what score you've got to beat.

After bowling you drive back home with Barney, only to discover that Pebbles has done a bunk and is nowhere in sight. And then it's Platform-time.

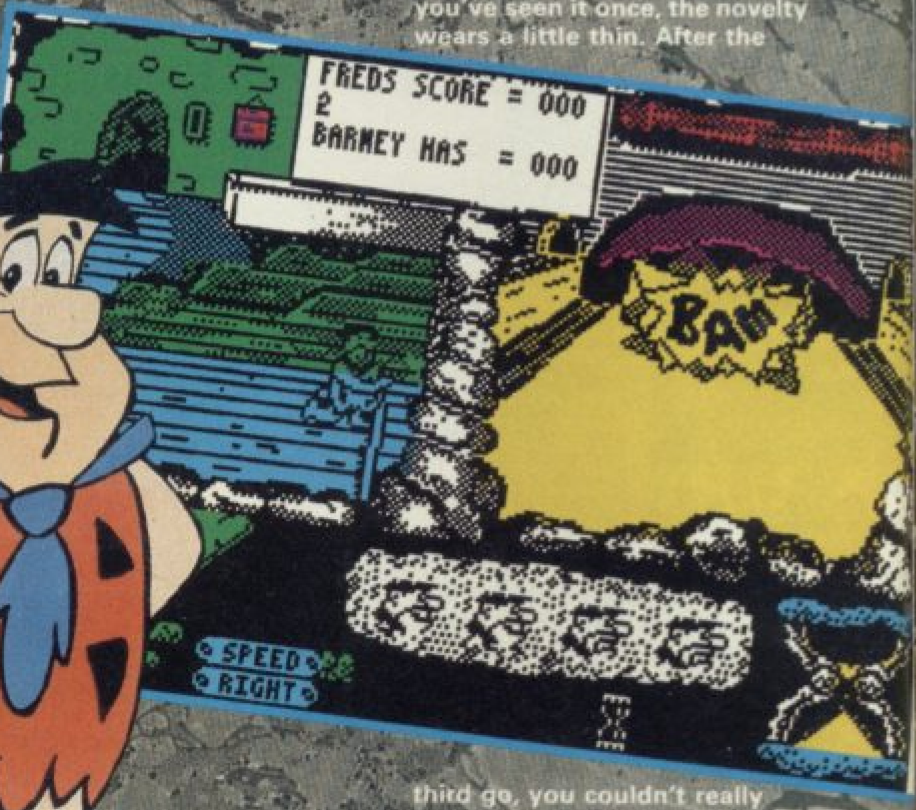
Pebbles is atop a huge stone platform on a building site, and you've got to get her down before she plunges to her death in a cement mixer (OK, so this part is maybe wishful thinking, there's no cement mixer).

Flintstones is a highly playable and competent conversion of the much under-rated cartoon. It has niggling points, as mentioned earlier, but on the whole, when you weigh it all up and compare it to the price of paint and real squirrels, it's pretty darned good■

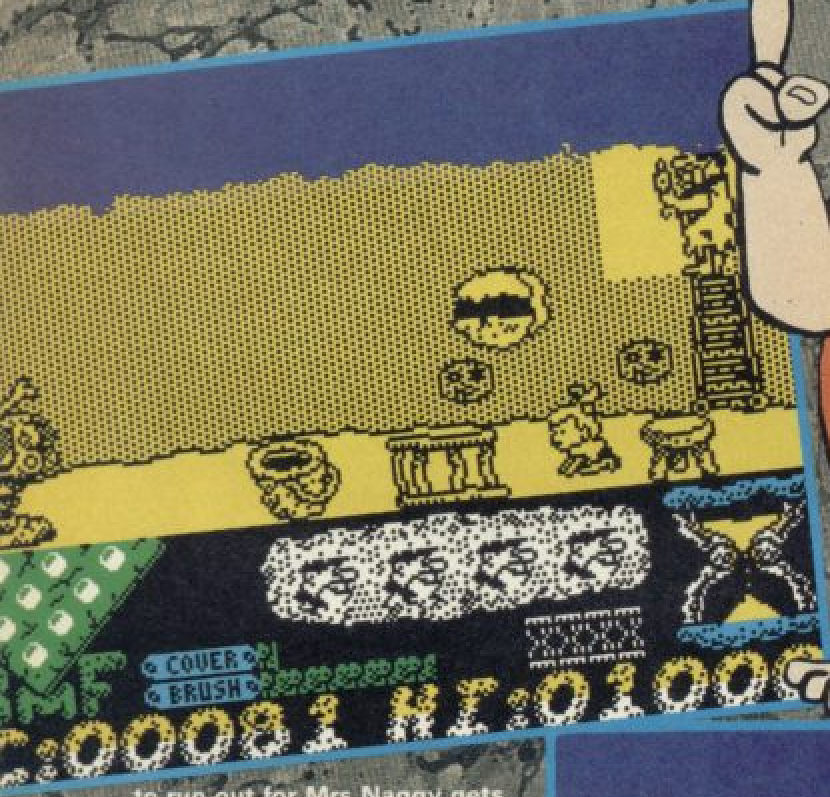
FAXBOX

Good graphics and a variety of game styles. Immense difficulty makes it last

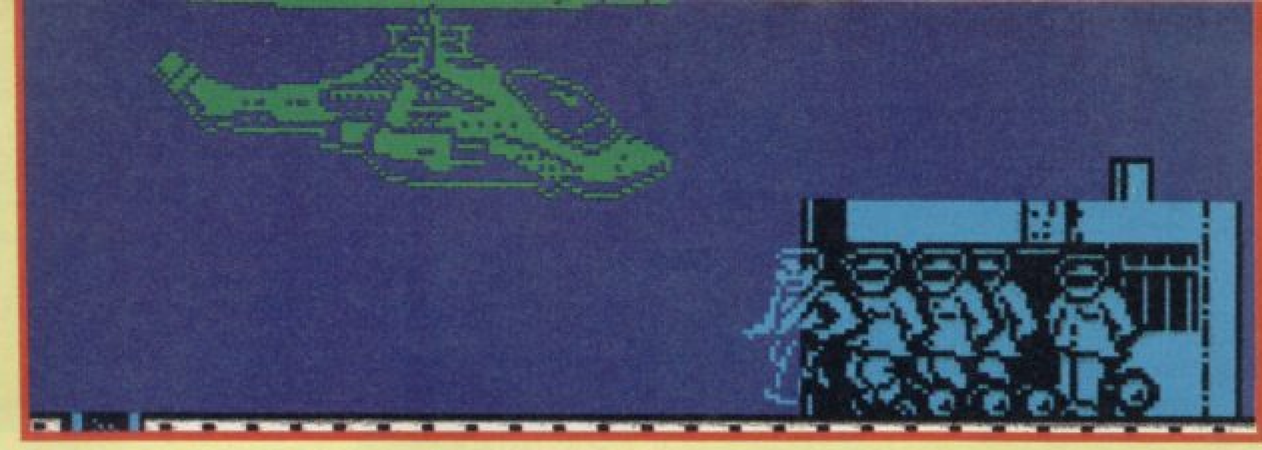
FLINTSTONES
Label: Grand Slam
Author: Hollingworth and Harrap
Price: £8.95
Memory: 48K/128K
Joystick: various
Reviewer: [signature]
★★★★☆★★★★☆ 8



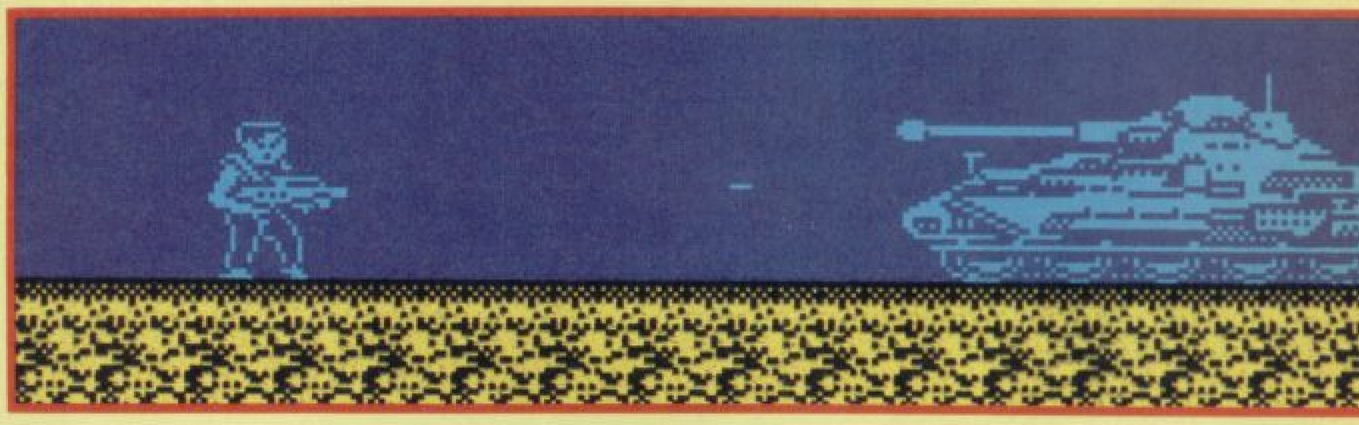








ARCADE REVIEW



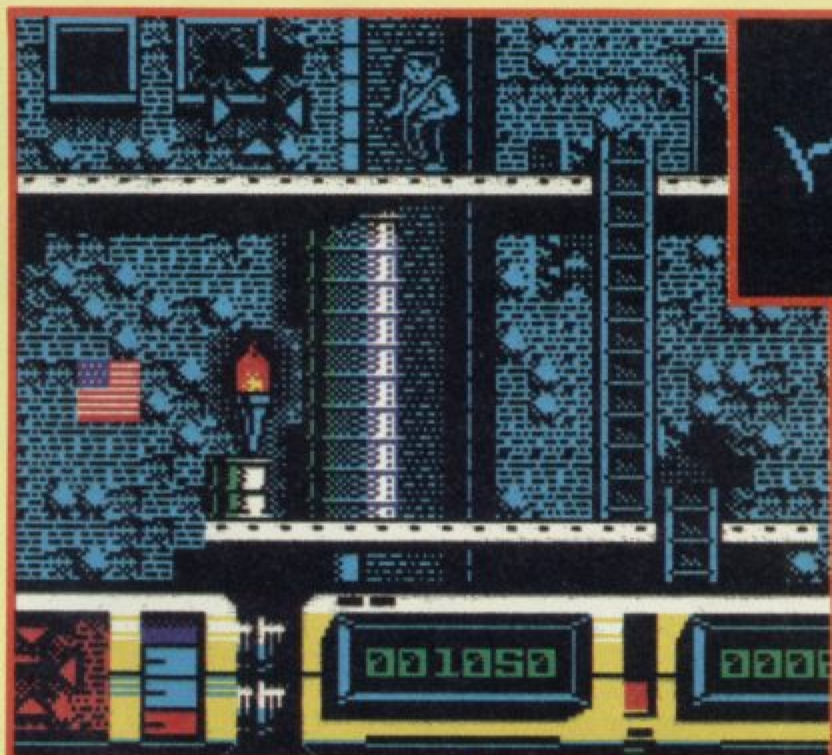
ACTION FORCE II

Pigs fly! The moon turns blue! The Labour party wins an election! All sorts of other impossible things! And, to top it all, a game licensed from a series of toys proves to be ultra-spiffacious.

Action Force II is an altogether different box of ferrets from its predecessor; it's original, it looks great, and it promises many hours of rewarding gameplay.

You know **Action Force** – they're the little plastic men with names like Windbreak and Toenail who do heroic things to defend the world against the scourge of the evil COBRA terrorists. In this particular game, the baddies are holding innocent civilians hostage. Quick-Kick, an expert in unarmed combat, is assigned to climb through the landscape of ruined buildings, ladders, walkways and rooftops to seek out and rescue the hostages. And what do you do to control him? Nothing! Not a bally thing! He's quite happy to climb around all on his own without any aid from you. But hold on – what's this? Emerging from windows, from doorways, from dustbins even – nasty lead-spitting terrorists! Quick-Kick gets the chop!

The trick, and the whole point to the game, is that you must provide covering fire while Quick-Kick does the business. Move your gunsights around the screen, and blast the baddies as they show their eyes from the windows, dustbins and doorways. Because the speed at which you can move your sight is limited, you need careful planning to cover the whole of each screen so that Quick-Kick can finish it without finding himself fatally perforated. On some screens, you will find also American flags, which you must shoot in order to restore Quick-Kick's energy. Since the flags are pretty close to walkways, you must be careful not to blast Quick-Kick in your enthusiasm.





Once you've worked your way right to the top, the hostages will emerge from captivity, a helicopter will whisk them to safety, and you get to choose your weapons for the next phase. Machine Gun, Bazooka and BioGun all perform in different ways, so it's important to make the right choice for each successive level.

After freeing two groups of hostages, you get to blast away at an enemy tank. You have a very small number of seconds to hit this mechanical monster 39 times (why 39?) by waggling the joystick back and fore. The secret here seems to be smoothness of waggle rather than sheer speed.

Action Force II is full of wonderful little touches; bullet-holes appear in the brickwork, torches on the walls burn, your gunsight judders as you hold down the trigger. Quick-Kick expires convincingly if the enemy manages to shoot him or drop weights on his head. If you remember to shoot the dustbins, keep blasting the flags to restore energy, and keep your cool against the tank, the early levels are fairly straightforward. But as it gets harder and harder, **Action Force II** just gets better and better.

So far my best performance rating is 'Bullet-Bait,' but **AFII** is the sort of game which makes you want to perform at your best. A winner■

FAXBOX

Amazingly good game licence which combines originality with graphic sophistication

ACTION FORCE II
Label: Virgin Games
Author: Gang of Five
Price: £7.95, £14.95 disc
Memory: 48K/128K
Joystick: various

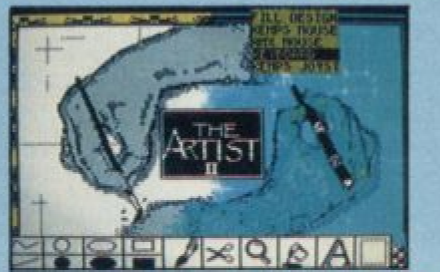
Reviewer: Chris Jenkins

★★★★★★★★★★ 10



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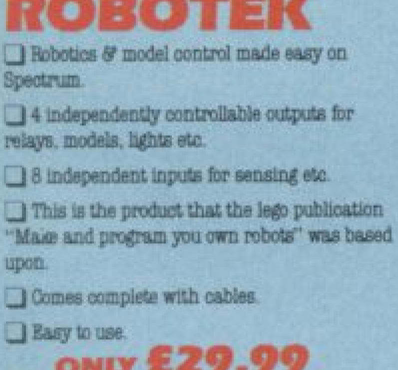
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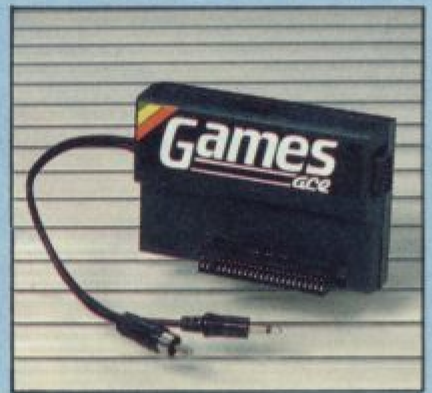
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- Self contained ready to use (except batts/joysticks).

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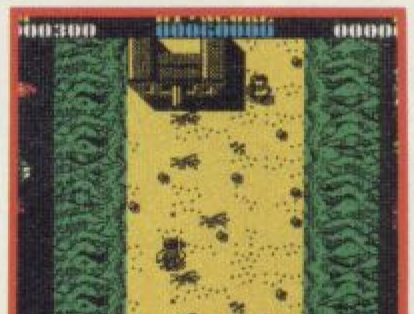
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APCH

Shocking as it may be, we thought we'd try a different approach to Zapchat this month, young fella me lads. So, what is this new shebang? Well, for once, everything is totally up to date!! (Gawp!) In fact, we're sooo organised this time around that all female spiky buttress' have been flung out of the window, people with googly eyes (and there are quite a few about you know) who wouldn't know what a joystick was even if it jumped off a bus and demanded a packet of fruit pastilles off them (shewy chwewy ffwety chweets) have been asked to vacate the airspace. Actually, only people who go all soppy and dewy eyed at the sight of *Ikari Warriors* should be reading this. We've also got hold of *Cybernoid, Yeti, Magnetron* and at least one more. And you can get hold of all the best tips in this month's SU – A 'looking groovy and feeling fruity' publication.



STANDBY TO ACCESS: IKARI WARRIORS . . . Elite
SECTION WRITER: Jon Riggs

Elite has finally released what must be the very very best in scrolly shooty thingies. *Ikari Warriors* is fabulous. (Did it get a classic Graham)? And here we have a selection of tips to run along with. You may be interested, you never know.

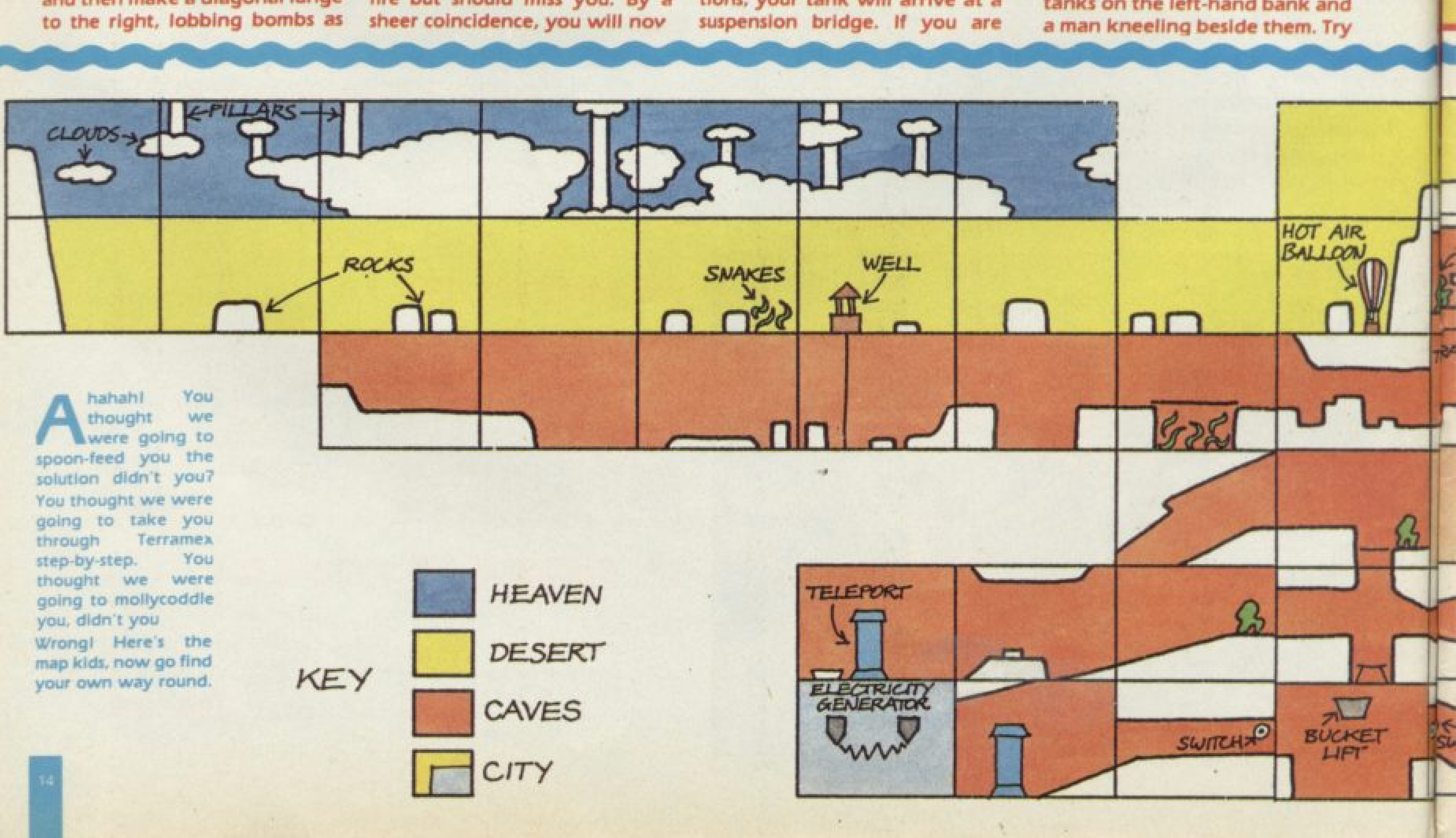
The very beginning is simple – even a complete dunderhead of monumental proportions would get through that part. Things tend to start to get tricky when approaching the first pillbox. As soon as your man arrives within a swillimetre of it, the gun will let rip. You will also notice a lot of soldiers appearing from the right-hand side. The best approach is around the rock, and then make a diagonal lunge to the right, lobbing bombs as you go. The pillbox will sort of go 'ahoorgle' and disappear.

Next off, you'll find a rock, inside which a sniper will be positioned. His sole objective in life is to start lobbing bullets in all directions as soon as you get near enough to be hit, so try to clear the screen of enemy soldiers before approaching. Then position yourself just to the left of the box. When your man moves in, the sniper will start to fire but should miss you. By a sheer coincidence, you will nov oe in range to lob a grenade and destroy the sucker.

Tanks are next. The first is positioned just above a mine to the left-hand side of the screen. Make sure you walk above the mine and into the tank. Drive around the rock and destroy the pillbox. Collect the fuel, if there is any. If you don't find some, then things will get pretty hectic – just a bit further on in the game and past the river sections, your tank will arrive at a suspension bridge. If you are low on fuel at this point, you're in trouble. If you attempt to walk across the bridge, then you'll find it difficult – swillions of troops charge down at your man. In fact it's virtually impossible to get across without the tank. So, keep on the move at all times in the tank and charge across the bridge splatting the enemy as you progress. The further you get, the more fuel will be used up.

Unless, by some sheer fluke, the tank manages to run across some extra fuel, it will quite likely run out just across the other end of the bridge. Destroy the pillbox and leg it!

Moving on, you should arrive at a fortress entrance. Run straight at the entrance and lob grenades to the left and right, not forgetting one to blast the door. There is a tank and pillbox on the other side – you are quite likely to blow the tank to pieces, but don't worry too much as it's a bit of a waste of time using the tank here anyway. Destroy the pillbox, as per normal, and then leg it onwards to the river. Here you'll find two tanks on the left-hand bank and a man kneeling beside them. Try



Ahahah! You thought we were going to spoon-feed you the solution didn't you? You thought we were going to take you through Terramex step-by-step. You thought we were going to mollycoddle you, didn't you

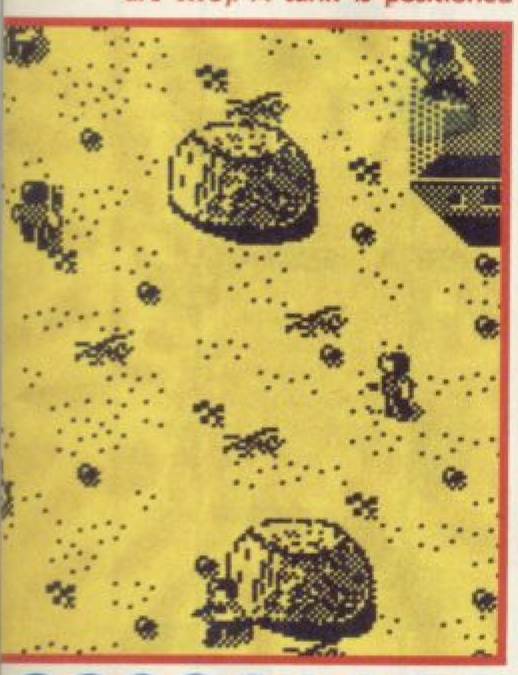
Wrong! Here's the map kids, now go find your own way round.

JON RIGLAR QUALIFIED TO SATISFY

to shoot him, but if all else fails, lob a grenade. Blow away the pillbox too.

Two men are in the water. And they'll knock you out if you hang about too long – keep lobbing grenades and moving about till you hit them – the same applies to the two tanks that follow. If you stay still long, then you'll get caught up in the crossfire.

After a minor march across a bit of wasteland, you'll arrive at yet another set of gates (there are two). A tank is positioned on the other side of the set and if you need one of them be careful when throwing grenades. It is best to shoot and throw grenades to the left and right as you push through to ensure the forces on the walls have been defeated. The next section of the game is very difficult. You'll find the enemy lurking amidst an array of rocks. They'll not only fire their guns, but they'll throw their grenades very accurately too. Unless you keep on the move and throw a grenade wherever a soldier is positioned next to a rock, you'll come unstuck.



The river will now re-appear and most of the action starts to take place on the right-hand side of the screen. After blowing away a pillbox and a few rocket launchers, you'll need to charge against an array of enemy, and some rapid shooting is now required. You may find that if things become too hot that you can dodge the enemy by squeezing over to the right side of the path. A few pillboxes later, and your man needs to start to swim – watch out for swimming enemy. Most of the following action evolves around the water – enemy will be positioned on rocks and you'll have to throw grenades before they're thrown at you.

Also here you'll find the first enemy helicopter – it is safer to avoid it rather than attack. The helicopter will fire in all directions. As soon as it disappears, you'll land back on ground and be attacked by three or four tanks. These need to be attacked by rapid grenade fire.

The final part of the game to be covered this month – after a set of gates, you'll arrive at a set of caves. The enemy will be on both levels and the best way to get anywhere is to use a large amount of grenades. Also blocking your path are several land mines; avoiding these is fairly simple, but straight after surviving that little lot, you'll have to fight off a selection of tanks and then another set of caves.

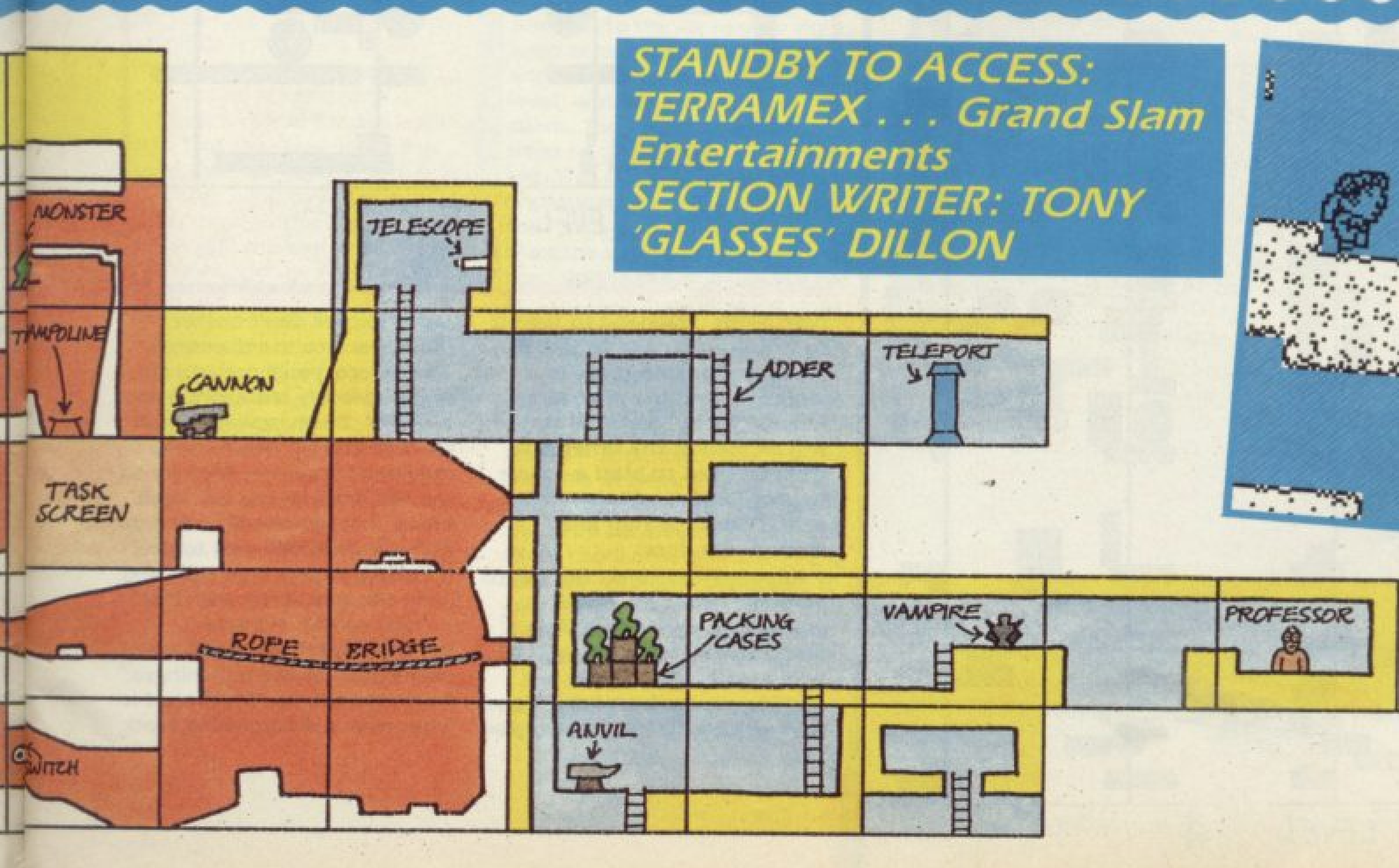
STANDBY TO ACCESS: Poke Corner
SECTION WRITER: You know very well who it is

An itsy-bitsy bit of a Poke Corner this month, due to overlapping tips and the-what-not. This trundle of pokes was compiled by John 'I would insult you, but nature beat me to it' Ruse.

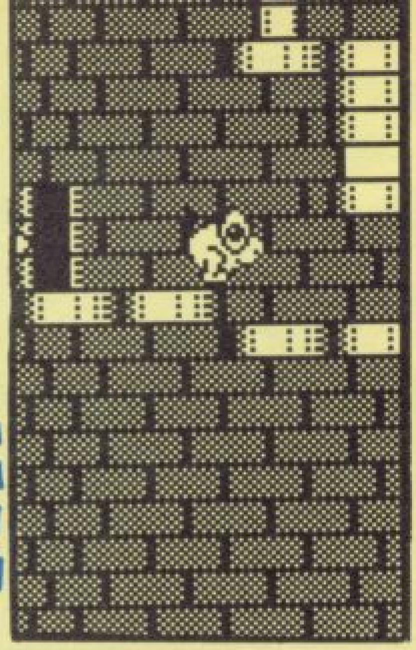
ROADWARS:	Infinite player 1:	Poke 43059,0
ROADWARS:	Infinite player 2:	Poke 43078,?
ARKANOID 128K:	Infinite player:	Poke 37586,0
BEDLAM:	Stop balls moving:	Poke 30037,0
RASTAN 128K:	Energy:	Poke 39710,0

And if you type YXES into the 'define keys' option when playing *Cybernoid*, you'll obtain infinite lives and time. Remember, you don't have to play with those awful keys – once the keys have been defined as YXES you can revert to playing the game on the joystick.

STANDBY TO ACCESS: TERRAMEX . . . Grand Slam Entertainments
SECTION WRITER: TONY 'GLASSES' DILLON







STANDBY TO ACCESS: NEBULUS . . . Hewson
SECTION WRITER: JON RIGLAR

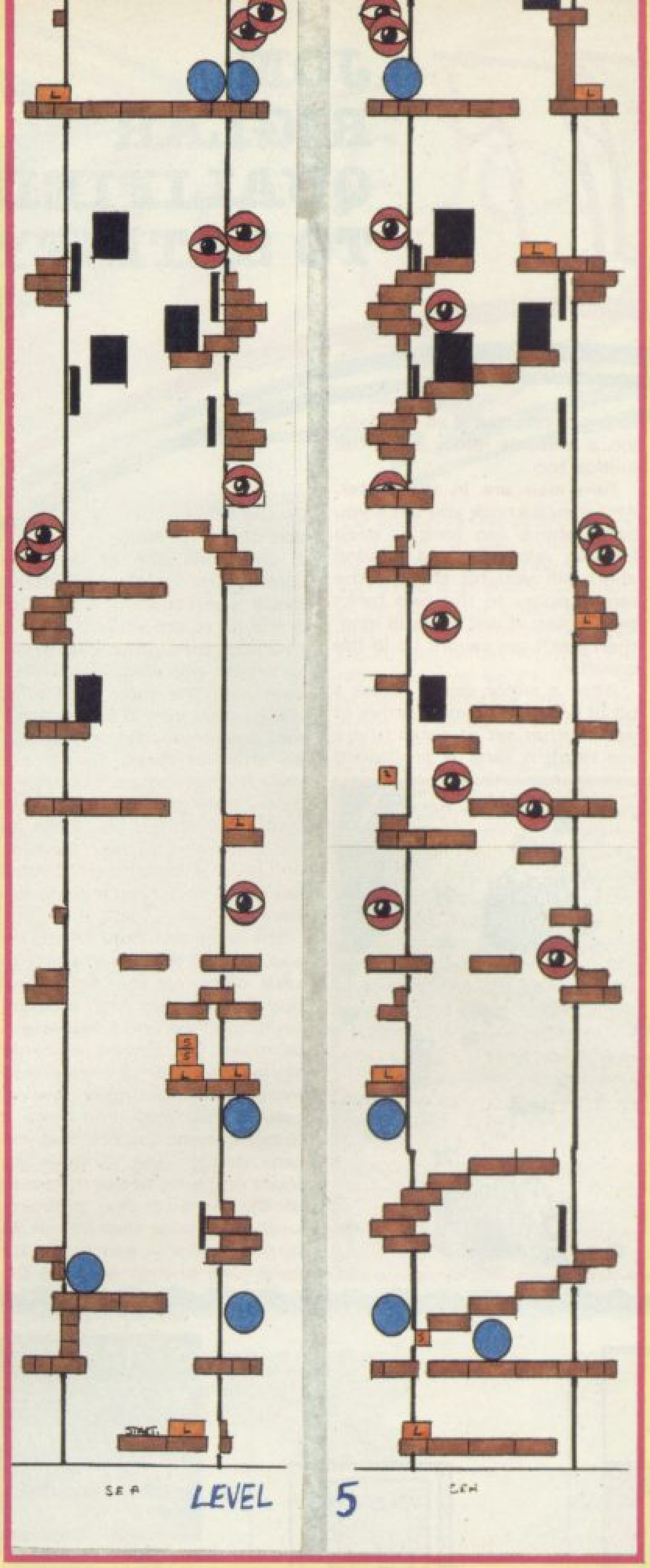
LEVEL 4

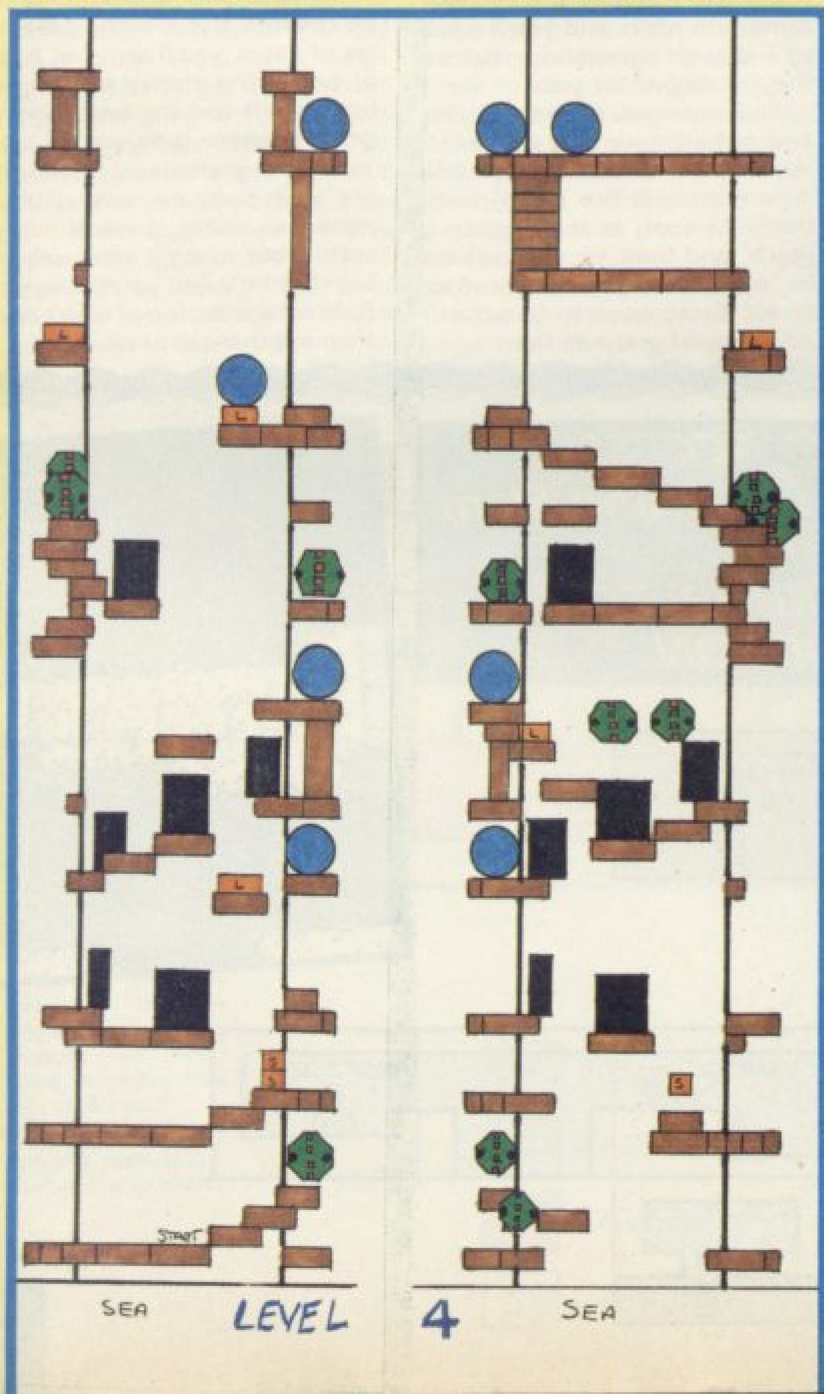
Dash to your right and up the staircase. You now need to jump actoss two diamond-like aliens. Time each jump so that you leap over them. Then wait on the top of the lift until the spirally alien appears. As soon as it does, press up and avoid it. When the lift stops, make sure you blast the flashing square on your right. This is vital later on in the game. You will also come across two further squares as you walk towards the left. These need to be blasted. Down the steps and onward to the next lift. Up and then into the door. When you reappear, you'll need to go to the left. Wait!! The middle block disappears so jump it. Into the door. When you have come out, walk left and take the lift. Into the door.

A tricky bit. Reappearing, you'll see a set of steps leading downwards with two diamond-type aliens. You need to time it so that you manage to trot along underneath these and disappear into the dorr at the end. OK? Stop! Identical steps will be seen at the other side and you need to blast a square to your right. You'll see why later. Down the step and through the door.

Reappear and blast the ball to your left. Now you'll find yourself at a dead end. Run along to the last block and it will be possible to blast a flashing square from here. Good stuff eh? Dash back the way you came, except don't bother going back to the diamonds. Just before, you'll notice a lift. It was previously blocked but now it's clear. Zoom upwards. Blast the ball and go down to the righthand staircase. Then up on the lift. Wait on the left hand block. In a mo, the lift will drop and the alien will pass to your left. Drop down, turn right and jump the gap. Enter the door.

Dash up the lefthand staircase, carefully avoiding the two aliens. At the top things begin to heat up. You'll need to jump over a disappearing block



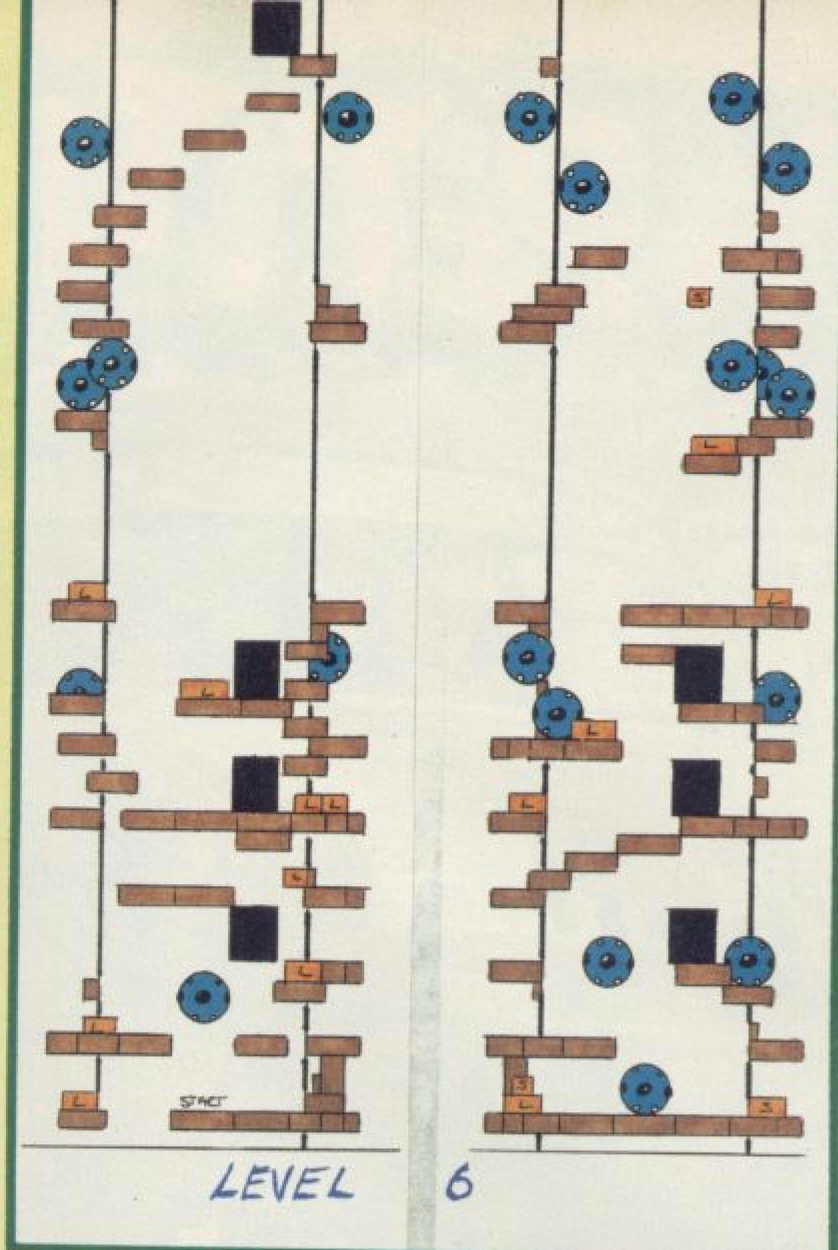


(the middle one) and the blast of a marauding ball from the next block. Hopping on to the nearby lift and zooming upwards, you'll arrive at another ledge overlooking two balls. (Honestly!!) Wait until they bounce away before dropping down to their level. Then wait and blast. Make sure you stay still. Then walk to the right, but avoid the disappearing set of blocks which just lead to a dead end. Instead stop at the edge of your level and wait to be knocked off. Right on to the final lift, which takes Blob to the highest level, and the exit to level five.

LEVEL 5

Mmmmm . . . Mmmmm . . . This level looks really yummy doesn't it? Blob has first of all to jump on top of yonder lift which will deliver him up two levels. Don't stop at the second. The top level will have a ball – burst it and then wait until the nasty spirally alien thing appears from the side of the screen. As soon as it materialises, drop down to the left and blast the second ball. Run along and make sure Blob blasts the flashing square before dropping through the disappearing block. Up on the lift and then climb the staircase to your right, skillfully avoiding the marauding eye. When the coast is clear, climb aboard the lift and go up. At the top dash along to your left, jumping the gaps. Also watch out for the second eye – it is easy to collide with. After two blocks drop down and destroy the block covering a lift. From this lift blast the flashing square to your left and then drop back down to the staircase. DO NOT USE THE LIFTS YET. (Got that?) You have to trudge around the same route until you arrive back on the highest ledge. (The one with the gaps.) You'll notice yet another lift with a block 'blocking' it. Unblock it, there's a good fellow. Now drop down on to the second lift and 'lift'.

You'll arrive at a ledge leading left. Trot that way and jump over the two gaps to arrive at the eye. Jump over the eye and drop through the gap on to a lift. Avoid the eye and when it has gone, go up. At the top, walk one step to the right and then turn round and make a running jump to the left level. No time to argue! Run left (avoiding the eye) and then drop down to the lift. Lift. You'll arrive on top. Yum. Move to the right block and wait. When the lift falls back down, fall off the block and jump to the left. Success will lead you on to another lift. Even more yum. Then it's a case of climbing a staircase to the right and ignoring all doors until the last one. And yet another staircase to the right and entering the third one. (Cunning eh folks?)



Then it's a romp to the left while watching out for the eye and then another lift. At the top it's a nudge, nudge, wink, wink to the left – burst the two balls and avoid the two eyes. Up the very, very, very, very final lift and into the final door. Honest. Gawd luvvaduc and where's me trousers? It's level six.

IT'S LEVEL 6!

No kidding. Straight up. This level can be a mite confusing. Jump on to the lift to your right, jump across the following gap and then fall down to ground level, watching out for the aliens. Then dash underneath them to unblock the lift to your left. This done, turn back and underneath the alien and on to the lift to your right. At the top, blast the square to the right and then dodge the alien on the left and go into the following door. On the other side, you'll fall a bit. Once you've landed, jump over the alien to your left and use the following lift. Move to the right and blast the flashing square – zoom back and use the same lift as before to go back down. Run along to the right and drop down underneath the alien. You'll now be back at the start. So, you can now move to your right and use the very first lift to enable you to reach the previously blocked lift. Use it.

At the top, run to the left and go up on the next lift. You'll now be halfway. Confused?

Walk to the left and up the couple of following steps. Enter the first door, and when you have reappeared walk to the left and up the following staircase. Jump over the next alien and enter the door. Then use the lift and wait 'til it reaches its maximum. You'll notice a group of stacked blocks to the right. Jump towards them and watch as the collapse revealing a lift. Use it to transport your man to a higher level where he can blast a flashing block to the right. As this is then a dead end, use the lift to lower your man back down to the original level. From here he can see yet another lift and so use it. After a series of jaunts to the right and a couple of lifts, you'll arrive next to three oscillating aliens. Time your assault to perfection and you may well end up dashing right underneath all three. It takes practice. It's then a case of up the following lift, a leap to the right to avoid the alien and you'll arrive at a staircase. And as you climb it, all sort of nastie alien type thingies will appear and chase you. Yum. Lemon curry? The trick is once you've started climbing, not to stop. If you do, a rather nasty creature may pop in for afternoon tea. OK?

READER'S BIG FIVE CHART SECTION WRITER: Jon 'Jon' Riglar

Uuhuhuhuuuh. Now the, now then guys and gals. I am, am I not, one of the most awful impressionation uuhuhhuuhu of one Jimmothy of the Saville then one has ever encountered? Now, owsabout, you loverly, loverly people out there in computer land sending us here at the SUBC (Sinclair User Broadcasting Corporation) your, as they are known, Top Five Chart. Uhuhuuuhuh. It's all coming back; the countdowns back on Radio One in 1964 when "Boom Bangy Bop – The Love and Peace Bananas Are Coming" was Number One. But I, howsabout, digress. Oh yes I do. What I'm trying to say is that, oh yes, if you send in your Top Five computer of the game games, and tell me which uuhhhuhuh you think is the worst game in the whole now then blather hiccup world, I may print THEM! Oh yes. Now. Here, this month's chart comes from my very special guy, acquaintance, Terry McGuigan from Cardiff.

1.	CYBERNOID	HEWSON
2.	GARFIELD	SOFTEK INTERNATIONAL
3.	ROLLING THUNDER	US GOLD
4.	REVENGE OF DOH	OCEAN
5.	COMBAT SCHOOL	OCEAN

Oh my word. Not much space left. Just Uuuhhhuh enough to say that Terry thought that *Outrun* was the biggest pile of the uhhuh, now the, doggie-doos in the history of pop music

COMPETITION

Were you:
JOLLY excited by the jeep?
TICKLED by the tank?
HAPPY about the helicopter? or even
ASTOUNDED by the aeroplane?



If you were any of the above things, then chances are that you're also going to be absolutely GOBSMACKED by the radio controlled car that we're going to be giving away this month.

(Yes, all right, I know that 'gobsmacked' and 'car' don't begin with the same letter, but I couldn't find a radio controlled item that began with a G).

This month we featured ***Crazy Cars*** *from Entertainment International, a 3-D racing game which was considered to be far better than the legendary* ***Outrun*** *on the Spectrum. It's a game which lets you zoom around the place in your choice of a Ferrari, a Porsche or a BMW, and generally cause a large amount of commotion. So to celebrate what is obviously going to prove a popular game, SU and Entertainment International join together to bring you the astounding, the extraordinarily generous, the wonderful, WIN A RADIO CONTROLLED PORSCHE 959 THAT GOES REALLY REALLY FAST COMPETITION.*

ANSWERS

1. ....
2. ....
3. ....
4. ....

NAME..
ADDRESS..
....

WHAT YOU WIN:

1st PRIZE WINNER will be the lucky cuss with the car. A brand new, shiny Porsche 959 that's capable of an astounding 40 mph which comes complete with all the radio active gubbins necessary to make it run about the place. All you need to add is batteries. (Well what d'you think we are? Made of money?)

The bumper (geddit) package that the first prize winner will take away will include the following:
A 1/12th radio controlled Porsche, on or off road, by ***Tamiya***
An Acoms Techniplus 2 channel BEC Radio Controlled Unit
A ***Tamiya*** *7.2 volt Nicad Racing Pack, and*
An Acoms Charger.

Still with us? Well the runners up prizes look like this . . .
20 2nd PRIZE WINNERS will all have a special kit car, a Ferrari Testarossa to assemble and whizz about the place.
And finally, 10 lucky people will have a copy of ***Crazy Cars*** *to schoosh about with.*

And all you have to do to get the goods is answer the following questions, fill in the coupon, and send everything off to Bosch, Bosch, Schoom, Schoom, I'm a Motor Car Competition, SU Competition Mega Control, 14 Holkham Road, Orton, Peterborough PE62 0UF. Closing date is June 10th.

THE QUESTIONS:

1 Which famous Hollywood film star died in horrible death at high speed when his Porsche crashed?
2 How many wheels should a car have, altogether? (And yes, this is a trick question, and no, Reliant Robins and other such cars don't count).
3 What sort of car did James Bond drive?
4 Which famous car manufacturers are famous for making parts of aeroplanes too?


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AMSTRAD COMPLETELY DENY +4 RUMOURS

by our completely secret correspondent who wouldn't want to be named

Remember the Loki? It was to be another wonder machine of the decade, outstripping Commodore's Amiga by a long chalk, and it was to cost a mere £200. Now you remember. It was to be compatible with all the 'old-style' Specs, and so the whole industry was going to be completely revitalised and everything was going to be peachy. Remember? Course you don't.

The Loki was, of course, purely a figment of (a great many) people's imaginations. Well, it's all happening again. Now we don't believe it for one moment, and we're not suggesting for a moment that you pay any attention to the completely unfounded rumours which are going around at the moment. But we thought that you might be interested to hear one or two of them, just for a laugh. Here we go.

Unfounded Rumour 1: Amstrad are to bring out a machine called the +4.

Unfounded Rumour 2: The +4 is being developed by Flare Technology, who were the people who never developed the Loki either.

Unfounded Rumour 3: The Loki was actually lost in the messy legal bits when Amstrad bought out Sinclair, and it's only now that the blessed thing's about to emerge. With another 2 years' development in front of it.

Unfounded Rumour 4: The moon is made of cheese.

Determined to find out exactly what, if anything, was going on, we talked to Flare Technology themselves, and they said they knew, "Nothing at all," about the +4, "We haven't heard anything about it. Everyone knew about the +2 and +3 before they happened, so you'd think that similar thing would happen if a +4 was being worked on," claimed John Matthison of the Cambridge based company.

Amstrad, as ever, vigorously denied everything. "No, there's no such thing," they said.

So there you have it. It's all completely untrue. Pass the cheese.

THIS LITTLE PIGGY



UP, UP AND AWWAAY (EEEK!

The Kamikaze Bear Headlines

OK troops, rest easy. I gotta general point to make yere. The Mega Tapes. Now, they're free. And they're great. And they're meant to work. So if anyone has a problem with their tape, don't declare war on Communist China, (leave that to the professionals), just phone us on the hotline at the front of the mag, an' we'll get ya a bran' noo tape. No sweat. No fuss. No serious weaponry needed.

On the other paw, we got **Street Fighter** *an' that's the greatest thing since sliced rabbit (more about him soon). Lots of*

WAS A COIN OP

by our 'lean and tender' Correspondent

Those of you who have spent the last two years or so playing their demo copy of Street Fighter **may well have noticed that USG also plans to release an exciting sounding game called** Psycho Pigs UXB. **And therein lies a tale.**

Psycho Pigs UXB is actually a coin-op conversion, and before everyone starts yelling that there never ever was a coin-op called **Psycho Pigs UXB**, so there, the actual coin-op went by the more salubrious titles of **Pigs and Bombs.** USG thought that this was a rather (hurumph) unsavoury title, and so announced the attractive prize of half a pound of best back bacon to the person who came up with the best new name. **Psycho Pigs UXB** was judged to be the best of a bad lot (lord alone knows what the others were like) and the game was duly renamed. And here's a picture of a pig.



Psycho Pigs UXB take a bath, and the industry cries, "Hogwash!"



Richard Tidsall from USG shows the moustacheless style which won so many Golden Joystick Awards this month.

GOLDEN BOYS IN STICK SCOOP BONANZA

By our Cricklewood correspondent

This month saw the prestigious C&VG Golden Joystick Awards, **yet another chance for industry bigwigs to praise themselves, and occasionally each other, and make long-winded speeches, every single one of which always begins, "Loves, darlings, this award is not for me . . ."**

Obvious champions of our sister mag's awards were the boys from US Gold, who took more awards than the rest of 'em put together.

USG scooped up the **Best Software House** gong, and also **Game of the Year (Outrun)** and **Arcade Game of the Year** (also for **Outrun**). Other winners included **Nebulus (Best Original Game)** and **Guild of Thieves (Adventure Game of the Year)**.

The proceedings were run by none other than Chris Tarrant, of Capital Radio fame, and, it is reported much mirth, merriment and a good quantity of booze was had by all. This reporter wouldn't know, since she wasn't invited . . .

BARF!)

by our parachuting expert

Shock! Horror!! Barf!!! It appears that Gremlin are so dissatisfied with its team of in-house programmers that it's decided to have them all pushed out of an aeroplane.

Fans of Gremlin products need have no fear, however. The whole thing's really just a publicity stunt in order to raise money for that well-known, but apparently ill-supported charity, *The Royal National Lifeboat Association*. And because the boys at Gremlin don't really want to have to recruit a whole new team of programmers, they're going to give Colin Dooley, Mark Rogers, Paul Jackson, Rob Toone, Andy Green, Stuart Gregg and Jon Harrison a parachute (each) and all the training that they need in order not to kill themselves when they fall out of the plane. The grand event will take place somewhere in Nottingham, sometime in May.

ED PLEADS FOR SANITY AS SU READERS RIOT

by a friend of the Editor

Shocking scenes of discontent have shocked SU HQ, as millions upon millions, well quite a few actually, of readers demanded to know what had happened to their prizes from the Mega Competition.

SU staff hid behind Ed Taylor as he pleaded for calm. "The prizes are going out," he screamed. "You will get your prize. There are just so many of you, we're lickng the envelopes as fast as we can!"

Taylor turned the baying, restless crowd into a jumble of rag-tag merry makers and sent them off home with promises that the great prize getting, "Won't be long now."

So give us a break. Uh?

(more about him soon). Lots of violence, lots of kicky-kicky fighting, but who is this punk geezer, Birdy? What a stoopid name! Tweet, flamin' tweet. Just remember mate, bears eat birds for breakfast, feathers an' all.

An' there's **Action Force II,** *again, a great game with a bloke with a stupid name! Quick-Kick. I ask youse, what sort of a self-respecting soldier goes around with a name like Quick-Kick? Bah. Grrr.*

We're also startin' a campaign to find out what's happened to **The Last Ninja.** *Where is the littl' slanty eyed creep? I reckon he's hidin' 'cos he's scared of Kami. Well, who wouldn't be? I'm one mean mammal. Anyways, I'm off on an expedition to find the oriental in black, hopefully there'll be more noos of him next month.*

Still on this month, at the time of writin' the clocks have just gone forward, I suppose that's the only explanation for Taylor, Douglas, Howard and Jones still not being here at 3 o'clock in the afternoon. Either that or they've nipped off on holiday early. Do I have to do everythin'? Youse wait till I catch youse guys . . . Grrrr . . .

An' we got Easter. Now Easter's OK. Lotsa chocolate, an' Kami admits he likes chocolate. But why are the eggs hollow! You could get ten times the choc in a solid egg couldn't ya? So let's get our eggs solid Cadbury's an' all ya others. We want solid eggs!!

Well that about wraps it up this month for the bear, next month is goin' to be a real riot.

This is your beloved leader, Kamikaze P Bear, 23654377, signing off for May.

CODEMASTERS GET THE RUNS

by a Sports correspondent

Those warm hearted people at Codemasters have come up with a totally brilliant and thoroughly worth supporting plan in support of ***Sport Aid.*** **(Well you know. We told you 2 months ago).**

The Darlings are currently sitting over a hot Spectrum coding **Sport Aid – The Game.** It'll be all around racing, multi-event sort of thing and all the profits are going to the *Sport Aid* charity. You'll get a chance to look at the game in action on an edition of Get Fresh (the Saturday morning kids' programme that has Sarah Green in it) and also watch representatives of SU, Commodore User and C+VG fighting it out in the studio (they may also be playing the game a bit as well).



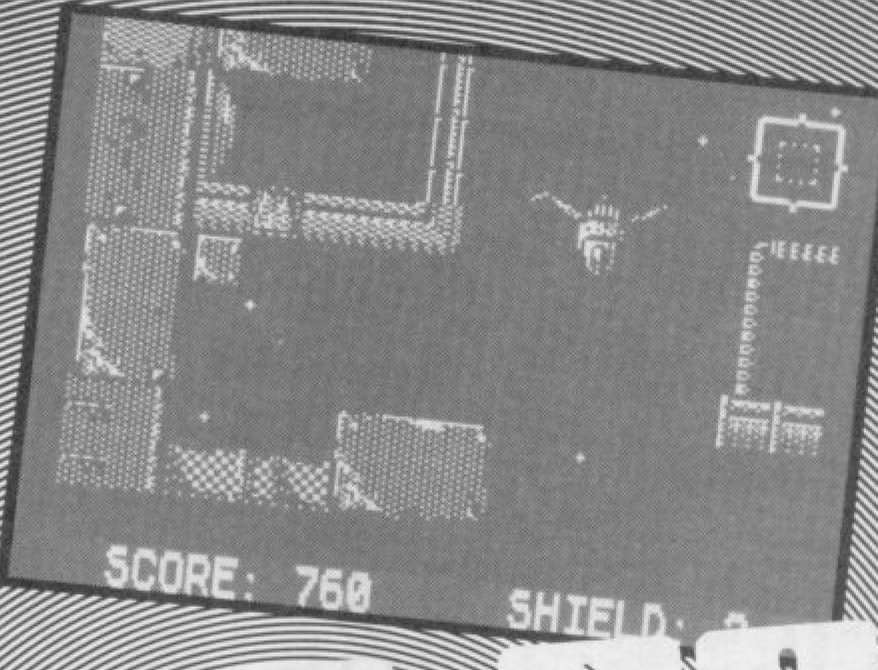
Codemasters: Running in the family

If you do buy the game, not only will you be contributing to a good cause and getting a great, game you'll also be eleigible for a grand play-off in which the highest scoring **Sport Aid** players get to blast it out for a grand prize and eternal fame and fortune. More details as we have them.

ARCADE

REVIEW

SPACE ACE



If I were Ben Elton, I could do an extremely involved review, building up to the climax, being thoroughly witty and closely observed, generally leaving the reder in a state of admiration, and rounding off with a terse little comment which would leave the reader thinking, "she's absolutely right."

But I'm not Ben Elton, so I'm just going to have to give you the low-down, brass tacks on Lee Enfield, Space Ace, from Infogrames.

Lee Enfield (don't ask me who his is, I've no idea), is presumably the guy behind the gun sight which features on the screen. His task (again, I presume) is to demolish anything of a slightly alien bent which happens to come across his path. He does this thing in smart, highly-detailed monochrome, and looks tremendously impressive whilst he's doing it. Well you can see that, just check out the graphics on this page.

So if the world were a fair place (which, as Ben is constantly reminding us, it is not), Lee Enfield, which looks absolutely fabby, should be the most entertaining game in the world. Sad to say, it's not. That's not to say it's a bad game, it's fairly entertaining in a 'target practice' sort of way. What happens is this.

Lee Enfield, the man, is presumably behind the gun sight which appears and roves around the screen. The small arrow which you can see at the bottom of the screen will change direction from time to time, to tell you where the next enemy is about to spring from. Keep a close eye on the arrow and you can't go far wrong. Only problem is, the gun sight seems to keep wandering off, and I was never quite sure if the game was just playing itself for a bit of a larf.

Aliens pop up thick and fast, and can range from little ships which just hang around, to what seems to be a yak-like sort of creature which dies in a truly spectacular flop.

If you just want to bone up a little on your aim, then Lee Enfield, Space Ace is probably a good bet. It's certainly fast and slick, and offers you a bewildering variety of aliens to splurge. However, if you require a tad more variety in your games, then you're going to be disappointed, because you won't find it here. Either way you'll love the graphics, which really are some of the nicest that I've ever seen on a Spectrum. If only Infogrames could just pep up the gameplay content and variety slightly more, then they'd really become a force to reckon with within the software world■

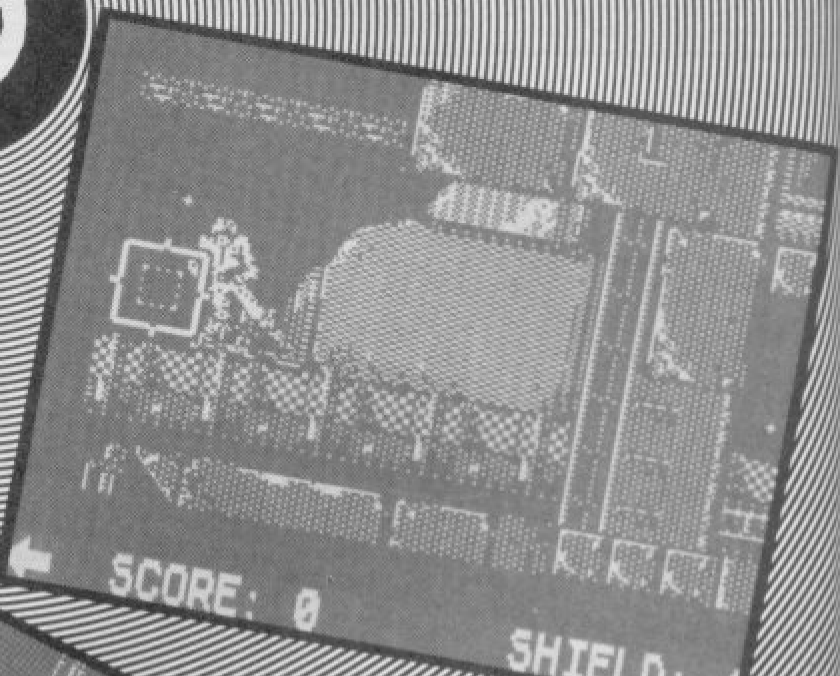
FAXBOX

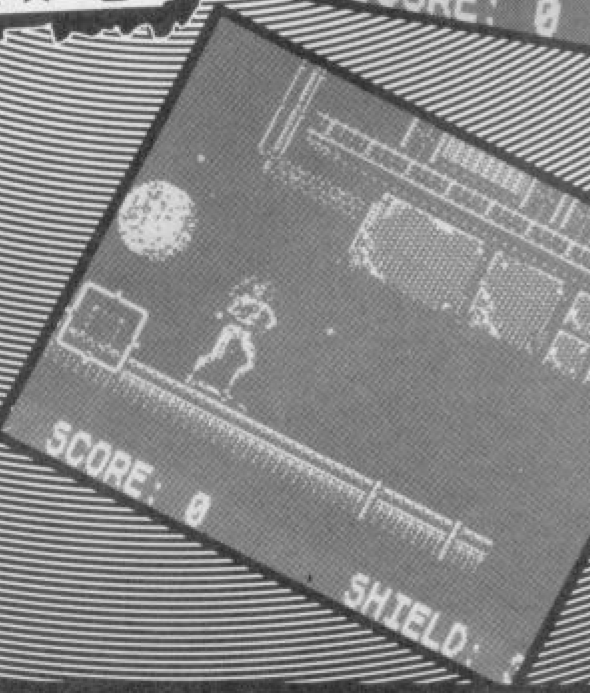
Very attractive target practice game. Could do with a little extra 'pep' in the gameplay depart-ment

LEE ENFIELD SPACE AGE
Label: Infogrames
Price: £9.95
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★☆☆ 6
★★★☆☆







Think you're hard, don't you? Bossing people around like you're some new sorta demi-gods (like me). Well I got news for you matey. Your cards are up, your time is due. Ol' Kamikaze Killer is in town. I eat big, fat, ugly cowdungs like you for breakfast!

You remember me? That's right, I was that bloke back in 'Nam. The one that came close to giving you a nice red smile from ear to ear that night in 'Nam. That mantrap you set took off my leg!

Well I'm back now to finish you off. But because I'm a nice fella I'll give ya a chance. To prove who's the real Kamikaze, I challenge you to a, "see who can blast the most things," game. Send me **Predator** and we'll see who can get the highest score. The one who wins gets to be Ed of the mag.

Mark 'Kamikaze Killer' Britton
Wenesbury
West Midlands

● ***This is an excuse to get a free game ain't it? Kami ain't having it. You wanna fight, we'll do it with our bare hands.***

Hi, Mr Kamikaze Bear. What a stupid name; why couldn't you be called Rupert or Superted or something like that?

What I really wanted to say was that I bought **Road Runner** the other week, and I loaded it up and played the first level but when I tried to load level 2 it wouldn't. Could you tell what I'm doing wrong?

By the way, I think SU is great.

Simon Hobster
Wirral
Merseyside

PS If you print this, do I get any money for it?

● ***What you're doing wrong is you're insultin' the bear! Superted's a commie anyway. Dunno about Road Runner – anyone know what the problem is? And ya don't get no money unless ya write somethin' nice about me or the boys.***

I can't hold back this information any longer. I just have to tell you . . . I have fallen madly and passionately in love with Tamara Howard!

Anon (a good looking hunk from Southend)

PS I was of a completely sound mind when I wrote this letter.

● ***"Madly" in love? Nuff said.***

On the 22nd January I was admitted to hospital with appendicitis and soon after I received your mega-cool mag. As I was going to be in a few days, I got stuck in and read the mag all the way through. I also bought issue 72 in February because I enjoyed the first one so much.

The piccy of you on the tape is brill, but I didn't realise that you were blue. Zarjas was brill, and I much admired your score of 700.

I think both you and the magazine are both brill, super, magnificent and a game should be made about you and your mag.

Rory Morrison
Stoke on Trent
Staffs

● ***Kamikaze ain't blue! That was artistic licence (an' if they do it again I'll shove their artistic licence where the sun doesn't shine). Thanks for the praise kid, we deserve it.***

I would like to answer Colin Hulmes.

Riglar is ace! He is the best thing to happen to ZapChat ever. He has changed the old regime of, "I've got the highest score!" which always filled valuable space. There is also nothing wrong with SU's reviews, I always read the review before I buy the game.

One slight quesiton. What happened to Gordo, he wasn't in the last issue, please bring him back.

Royd J Attenborough
Kempston
Beds

● ***For the last time – Gordo's gone to the Land of Tharg and the Soceress has taken over! So get out of my face!!***

I need your advice. I keep having nightmares about Jon Riglar. Every night the same thing happens! He sneaks up on me and throws big tips at me.

What can I do?

Darren Cluroe
Penzance
Cornwall

● ***Don't go to sleep.***

Listen scum, you'd better give me some answers now, or I'll bust your butt! In issue 72 you and your platoon of punks printed some pretty mean things about Jonathan Ross.

Now, if you don't start saying something worthwhile, I'm gonna get rought, an' heads are gonna roll. The wimp who printed that trash had better like hospital food!

So print something decent about him, and a small picture (if possible). If you wanna hide, go ahead, but if you've got any sense, you'll print my letter.

Anon
Penzance
Cornwall

● ***Kami ain't scared 'a you! Ya ain't even signed your name. An' Jonathan Ross deserves all he gets.***

Can I hire you to find my prize? It's not much, just a frog from a competition in December's SU. I think someone in SU knows where it is, so I'll leave it to you. Please please help.

T Shipman
Skegness
Lincs

PS Do you like cream eggs?

● ***Kami spits on cream eggs. You wanna frog? Boy you're some weirdo!***

Thank you for printing my letter (March), explaining to Multiface and Snapshot owners that by send me a large SAE they would receive a FREE copy of Issue 1 of Instant Access, the Multiface Poke magazine.

I would have probably received lots of letters if you had printed the right address instead of that of an empty house.

The correct address for readers to send an SAE for a free Issue 1 is: Catherine Redgrave, 30 New Barton St (not number 20), Slaford, Manchester M6 7WW.

● ***I said, "Just this once," last time, so I'm doin' ya a real favour doll. Everyone got it? Now shove off.***



Send your letters to 'Tell it to the Bear,' SU Mega-Control, 30-32 Farringdon Lane, London EC1R 3AU

Could you please put on your next Magatape infinite lives for **Renegade,** because I didn't get the issue with the pokes on and I desperately need them to kill the man with the gun.

Completely Anon

● ***OK Anon, quit hidin'! We'll see what we can do: Ya obviously need all the help ya can get.***

Psssst, want some money? Here at SU we've been receiving literally hundreds of letters for out new feature:

PRAISE SU TO THE SKIES!!

Here's the first cash prize-winning letter praising us to the skies. Another one next month. If you'd like to win a crisp tenner (cheque) then just follow this guy's lead. Heaps of praise, adulation, self-debasement, lots of sweeties for the bear and so on. This is what we want:

The very existence of you makes me feel so pathetic and insignificant. I am suicidal. Your wit and charm dazzle me, your intelligence is astounding, I hang on your every word. I live for your wise comments, so generously donated to us once a month, in comparison to those so-called other 'mags', you're absolutely incredible. You don't deserve to have to,share the name with Crash or Your Sickbag. You are on a higher plane than us mere mortals.

Mark Bunting
Wolverhampton
West Midlands

Send your letter to:
"You really are totally fab and I'm not just saying that for the money" SU Mega Control, 30-32 Farringdon Lane, London EC1R 3AU
Don't forget to include your name and address.



You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', SU Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

I think I'm just about ready to kick your ass. I have now written in to you 4 times, once in December, once in January and twice in February. I haven't had a reply, nor any mention in the most fab mag in the shops.

I have asked for a regular chart saying when new games are going to come out. And I have not received my gift in the "Everybody Wins" edition of SU (January). I am waiting patiently but not for long. If there is no reply to this or it is not printed in the mag, then you will be blasted into microscopic bear bits.

Martin Ian Robertson
Westbury
Wilts

● I told someone last issue we couldn't do the chart, and why. So go read it, Nerdo. An' Everybody Wins prizes are going out NOW!

After a couple of months' absence, the centre page poster is back, and have we got a goodie first time round?!

No I think getting the poster back is great, but you put the Smash Coupons for **Flying Shark** and **Combat School** on the reverse. I personally didn't want to use these great offers, but I'm sure that those who did would have had to slice up the lovely little poster. Um.

John Paterson
Denny
Scotland



As I was looking through the world's best mag, I noticed a super fab brill £1.50 off **Combat School** and **Flying Shark.**

To my utter amazement the offer closed on January 31st, and the cover date was February.

What a bunch of pillocks you are – can't you tell the date?

Don't try and set a poof-da teddy bear on me, or I'll come up that puny office of yours and shoot you all.

Lee GunningErith
Kent

You are so cool, informative and helpful, upright and clean-shaven, I'm sure you'll answer my question.

Can you fit a Sega System to the Spectrum 48K? I was just wondering . . .

Rhydian Evans
Menai Bridge
Anglesey

● Watta dumb question, course ya can't! An' Tamara says she's not, "clean-shaven," she's naturally bare-faced.

I have been buying SU since issue 12 and have entered many of your competitions . . . I find it very unfair that you ask for overseas readers to send a stamped addressed envelope for the Mega competition. As I'm sure you realise, you can't buy English stamps in Ireland, and sending you an Irish postage stamp would be useless to you.

This policy is preventing Irish readers from entering your competitions and is thus highly unfair. Nevertheless, I have filled in your poll and am enclosing it with this letter . . .

Besides this fact, SU is brilliant, and I will continue to buy it as always.

Pat Spencer
Dublin
Ireland

● Huh, I never say that someone's completely wrong in case it upsets them. But you're completely wrong. Go to your post office and they'll give you a form, so you can pay the postage in Ireland, but the form can be swapped for a real stamp over here so stop whinging.



I hope you remember me, my name is Reginald. Reginald Bear, though you may remember me by my other name, Colonel Reggie. Anyway, to the point of the letter.

When last month I read a certain letter by some wet behind the ears wimp called Cretin Hayward, who I believe was trying to blackmail you, I felt it was my duty to come to your defence.

1 Tiddles was, in fact, proved to be a traitor, and as law decrees, we shot him.

2 The Pink Berets were a crack team of soldiers, and when we were captured we denied, as a matter of course, that we were anything to do with them.

3 Kamikaze Bear is one of the best agents ever, and he's been decorated for bravery 26 times.

As your CO in Vietnam, I felt that it was only fair for me to put the record straight.

Colonel Reggie
AKA M. Needham
Wolverhampton
West Midlands

SINCLAIR user

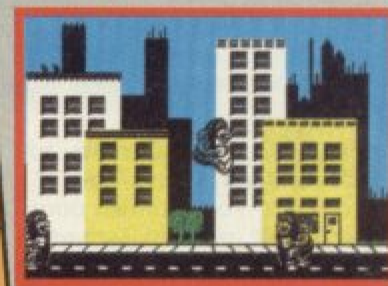
FULL PRICE 20

COMPILED BY GALLUP FOR SINCLAIR USER

Pos	Last	Title	Comment	Publisher	Price	Rating	
1	(2)	PLATOOON	Six exciting mini-arcade games – one of Ocean's best	OCEAN	£9.95	8 STARS	
2	(1)	OUTRUN	As close to the original as anyone could expect	US GOLD	£8.95	8 STARS	
3	(3)	MATCH DAY II	A highly accurate football implementation	OCEAN	£7.95	7 STARS	
4	(5)	GARFIELD	Easily the best cartoon licence ever	THE EDGE	£8.95	10 STARS	CLASSIC
5	(4)	COMBAT SCHOOL	Can Ocean do no wrong? Another corker	OCEAN	£7.95	9 STARS	
6	(6)	THE MAGNIFICENT 7	Good value compilation of licensed titles	OCEAN	£9.95	8 STARS	
7	(11)	GARY LINEKER'S SUPERSTAR SOCCER	Reasonable, though unremarkable, strategy sim	GREMLIN	£7.99	6 STARS	
8	RE	720°	Virtually flawless arcade game. Don't miss this one	US GOLD	£8.99	10 STARS	CLASSIC
9	(7)	GUNSHIP	Highly impressive combat simulation	MICROPROSE	£9.95	9 STARS	
10	(18)	RENEGADE	Violent, beautifully animated conversion from the coin-op	IMAGINE	£8.95	8 STARS	
11	(10)	CALIFORNIA GAMES	One of the best sports sims around	EPYX	£8.95	8 STARS	
12	NEW!	NIGEL MANSELL'S GRAND PRIX	Technically superb, but not especially exciting	MIRROR	£9.99	7 STARS	
13	NEW	A.T.F.	Rivetting shoot 'em up, with some aspects of simulation	D.I.	£8.95	10 STARS	
14	(15)	STAR WARS	Superb conversion of the coin-op	DOMARK	£9.95	8 STARS	
15	(16)	FLYING SHARK	Marvellous conversion, a Classic treat	FIREBIRD	£7.95	10 STARS	CLASSIC
16	(9)	SOLID GOLD	Good value package of '87	US GOLD	£9.99	8 STARS	
17	(14)	WORLD CLASS LEADERBOARD	Just as good as the original	ACCESS	£8.99	8 STARS	
18	(8)	ELITE COLLECTION	Reasonable collection of past hits	ELITE	£14.95	8 STARS	
19	RE	GAME SET AND MATCH	Over 20 sports sims, including the most famous titles. Pricey though	OCEAN	£12.95	8 STARS	
20	RE	INDIANA JONES	An excellent conversion, some quibbles, but still highly recommended	US GOLD	£8.99	9 STARS	

HOT FULL PRICE

Gauntlet 2 from USG is making a tentative effort for chart stardom, but has still got a long way to go before it breaks into the Top Twenty. Also dithering about is Activision's Rampage, which realy ought to know better. Climbing up the charts at a relatively slow rate.



▲ HOT: RAMPAGE



▲ HOT: GAUNTLET 2

1	KIKSTART 2
2	PLATOON
3	OUTRUN
4	GHOSTBUSTERS
5	SUPER STUNT MAN

1	DEAD OR ALIVE
2	RIGEL'S REVENGE
3	KNIGHTMARE
4	PLAY IT AGAIN SAM
5	GHOSTHUNTERS

1	ATV SIMULATOR
2	FRUIT MACHINE SIMULATOR
3	GRAND PRIX SIMULATOR
4	PRO SKI SIMULATOR
5	BMX SIMULATOR

▼ IN THE TOP SLOT: PLATOON



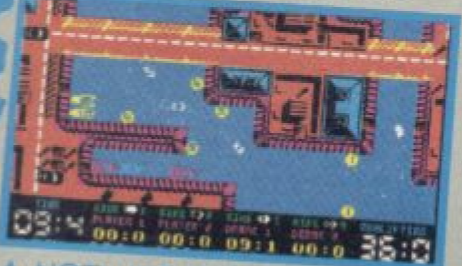
CHART COMMENT – FULL PRICE

The full price chart looks rather surprising this month, with an astounding THREE Re-Entries. 720°, Game Set and Match and Indiana Jones all claw their way back in there and jostle for the high places. Platoon has knocked Outrun off the top after just two months. The excellent ATF from Digital Integration comes swooping over the horizon, and Nigel Mansell comes round the corner at about 25 miles an hour to get a packet of fags. Altogether, rather on the predictable side, don't you think?

SU CHARTS

HOT BUDGET

Get out yer spinach, Popeye's on the way from Alternative, bobbing about just outside of the Top Ten. And there are new entries from Code Masters (now there's a funny thing) with Jet Bike Simulator, also from Firebird with BMX Kidz.



▲ HOT: JET BIKE SIMULATOR



▲ HOT: BMX KIDS

ARCADE

- MASTERTRONIC
- OCEAN
- US GOLD
- RICOCHET
- CODE MASTERS

ADVENTURE

- ALTERNATIVE
- MASTERTRONIC
- ELECTRIC DREAMS
- MASTERTRONIC
- CODE MASTERS

SIMULATION

- CODE MASTERS
- CODE MASTERS
- CODE MASTERS
- CODE MASTERS
- CODE MASTERS

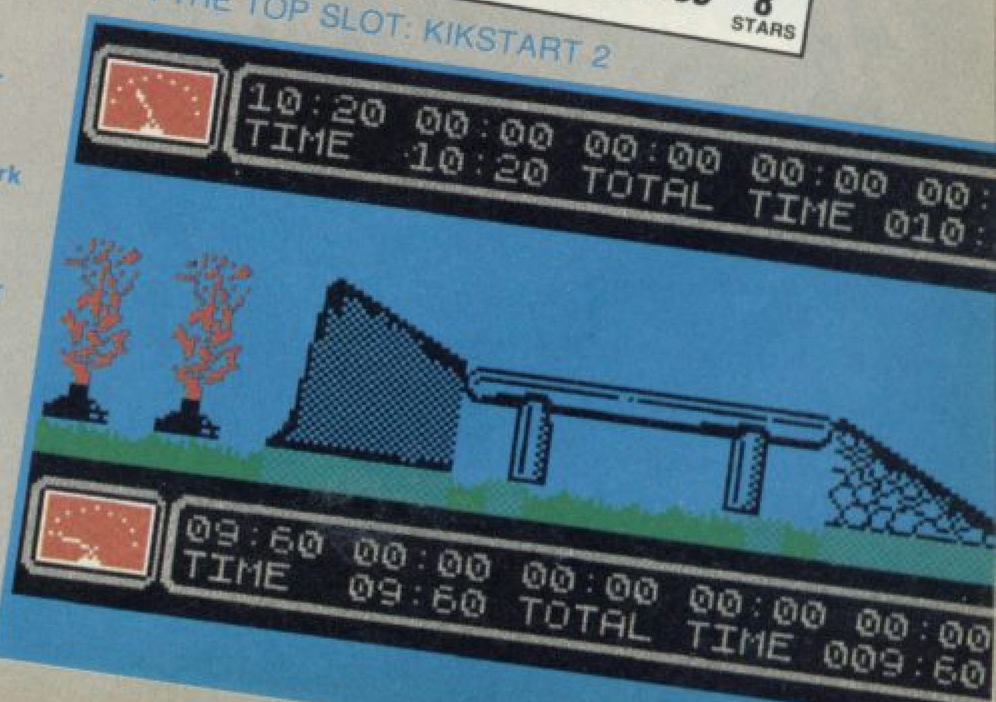
BUDGET 10

1	(1)	**KIKSTART 2** Graphically pleasing, great 'just one more go'	MASTERTRONIC	£2.99	8 STARS
2	NEW!	**GHOSTBUSTERS** Re-release of a not very hot title	RICOCHET	£1.99	7 STAR
3	(5)	**SUPER STUNT MAN** Lots of colourful action and spiffing gameplay	CODE MASTERS	£1.99	8 STARS
4	NEW!	**WAY OF THE EXPLODING FIST** The first, and arguably the best, 2 player combat game	RICOCHET	£1.99	9 STARS
5	(2)	**ATV SIMULATOR** Cheap and friendly little simulator, not great, but OK	CODEMASTERS	£1.99	6 STARS
6	(3)	**FRUIT MACHINE SIMULATOR** Surprisingly, the whole thing is idiotically addictive	CODE MASTERS	£1.99	8 STARS
7	(10)	**SOCCER BOSS** Really awful rival for Soccer Manager, don't even think about it	ALTERNATIVE	£1.99	1 STARS
8	(4)	**GRAND PRIX SIMULATOR** Superb follow up to BMX Simulator, reminiscent of Super Sprint	CODE MASTERS	£1.99	8 STARS
9	(8)	**DIZZY** Once you get cracking, you'll never lay it down for a minute	CODE MASTERS	£1.99	9 STARS
10	(6)	**PRO SKI SIMULATOR** An old idea played in a new way. Definitely masterly code	CODE MASTERS	£1.99	8 STARS

CHART COMMENT — BUDGET

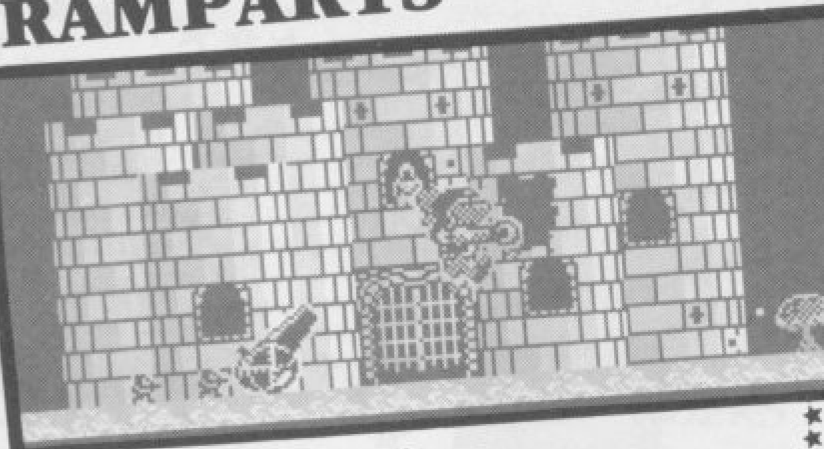
Well how's this for a spark of imagination? Not very good is it? Only 2 new entries, Ghostubsters from Ricochet and the ever-popular Way of the Exploding Fist from the same stable and they're old re-releases on budget. Boooring. Everything else is just last month's chart jiggled about a bit, and the number one remains the same. Come on team, let's get some variety into this chart, you can do it.

▼ IN THE TOP SLOT: KIKSTART 2




VIXEN
Just when you thought it was safe to go back in the jungle...
Atari ST Disc £19.99
Commodore Amiga Disc £19.99
Commodore 64/128 Cassette £9.99
Disc £12.99
Spectrum 48/128 Cassette £8.99
Spectrum +3 Disc £14.99
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Disc £14.99
Phone the Vixen Hotline 0323 766616
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Martech is the registered trade mark of Martech Games Limited,
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
PHONE (0323) 768456 TELEX: 878373 Martec G FAX (0323) 764460

RAMPARTS



It's medieval-ness a go-go! Ramparts is USG's latest corker of an arcade game. It's based (very loosely) on the coin-op Rampage – you know, up and down buildings, bosh bosh, shum shum, knock out all the plaster work, don't get clobbered by the cannons etc.

Anyway, it's pretty good, in fact, and what with USG being the lovely, lovely just like it was in the blitz, community spiritty sort of a company that they are, we're able to offer you a gobsmacking £1.50 off the retail price that your average bricky would have to pay.

In case you're in the remedial reading class at school, all you have to do in order to get the game is fill in a cheque/postal order for the appropriate amount (on the coupon, got it?) and send it off ALONG WITH THE COUPON.

If you follow these particularly easy instructions, you'll have a copy of the game before you can say "Whippet" (every day for about 28 days). If, on the other hand you get it wrong, don't be surprised to find a huge spikey mace up your butt■

£1·50 OFF | SU | SMASH OFFER

RAMPARTS

Send coupon (and your name and address) to: Ramparts Smash Offer, Go! Software, Units 2/3 Holford Way, Birmingham B6 7AX. Also include your cheque/postal order for £7.49 made payable to Go! Software.



£3·00 OFF | SU | SMASH OFFER

KNIGHT ORC

Send coupon (and your name and address) to: Knight Orc Smash Offer, Rainbird Software, 64-76 New Oxford Street, London. Also include your cheque/postal order for £11.95 made payable to Rainbird Software Ltd

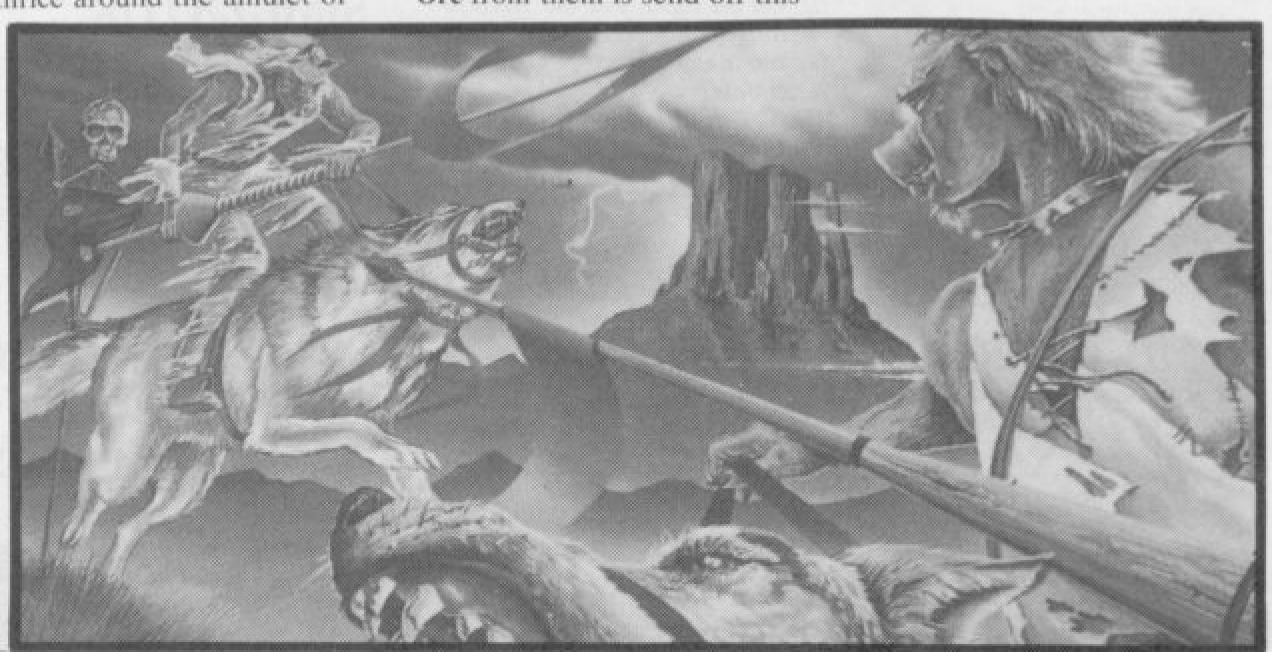
KNIGHT ORC

The mystical mists of Mysteria part, revealing a shadowy figure, bent double with something remarkably unpleasant, but you can be almost certain that it probably is related to arthritis in some form or another. Anyway, the figure, vaguely discernible as a woman, approaches you and breathes in a decidedly mad sort of way, "Can you, kind Sir please come to the assistance of an old crone?"

Eyeing her suspiciously, you tilt your head in a manner suggesting attention and she continues, "You see I'm on an errand for those folks in the village of Rainbird. They've asked me to tour the countryside, informing young, attractive men like yourself of an offer what they are making available.

"Everyone has heard about the incredible game for the computer **Knight Orc,** but few have been lucky enough to gain ownership of one themselves. You can get theeself a copy of the game by following these instructions. One: Go to the mystical dingly dell and turn a hazel twig thrice around the amulet of Zok. Two: Slay the largest dragon in the kingdom with a thimble.

In a flash, your mind is made up. "Stuff that for a game of soldiers. SU beats you hands down on that offer. All I have to do to get **Knight Orc** from them is send off this coupon. *And* I get a full £3 off the retail price. ■





*At last! After aeons and eons and thousands upon thousands of entries, **SU** proudly, excitedly, enthusiastically and bewilderingly presents:*

THE 1987 READERS POLL RESULTS

And now over to our hosts Jim 'Mr Sophistication' Douglas and Tamara 'If you don't take your hand off my leg right now you're fried buster' Howard.

JD: Woh! Rock n' Roll. Loverly to be here isn't it Tamara?

TH: Yes Jim it certainly is

JD: And I think you know what the first award is . . .

TH: Of course I do Pea Brain, and don't try to patronise me Scumball . . . The first category is BEST PROGRAM OF 1987

JD: *You said that in capitals didn't you Tammy?*

TH: I certainly did Jim, and my name is Tamara, Dog Breath. Here are the winners of

BEST PROGRAM OF 1987

1 EXOLON
2 RENEGADE
3 OUT RUN
4 DRILLER
5 ENDURO RACER

JD:Phew! Rock n' Roll! Pretty exciting! A well deserved win there for Hewson's best ever

TH: Good to see a violent game near the top too, eh squirt?

JD: Um. Yes, eh certainly though I'm pleased to see a mix of game styles . . .

TH:Though some of them aren't very violent in fact

JD: Er on to the next category which is . . .

TH: going to be read out by me. It's . . .

BESTARCADE GAME OF THE YEAR

1 OUTRUN
2 RENEGADE
3 720°
4 DOUBLE DRAGON
5 AFTERBURNER

TH: Pretty exciting, eh Jim?

JD: Hmmm

TH: I said pretty exciting, ISN'T IT JIM?

JD: I'm not saying anything unless I get to read out the next one

TH: All right, you can do Adventures

JD: Don't like Adventures

TH: Take it or leave it buddy boy

JD: Oh all right, yes the Arcade chart is pretty exciting though not too many surprises. Can I do mine now?

TH: Go on then

JD: And now one of the most significant sections of all:

BEST ADVENTURE OF 1987

1 THE PAWN
2 SHADOWS OF MORDOR
3 KILLED UNTIL DEAD
4 KNIGHTMARE
5 SLAINE

TH: Pharppp – Oh very exciting

JD: You're just saying that because I read it out, Scumbag

TH: Oh sure, **Pawn** at number one. BIG surprise

*JD: Well, **Knightmare** is pretty interesting, being a rather unusual type of adventure, and **Killed Until Dead** was pretty funny*

TH: Yes Jim very interesting, perhaps you'd like to do the next one as well?

JD: Oh . . . thanks Tamara . . . listen I know we have our arguments but . . .

TH: Look just get on with it

JD: OK, thanks, here we have . .

BEST SIMULATION OF 1987

1 GUNSHIP
2 LEADERBOARD
3 BMX SIMULATOR
4 GRAND PRIX SIMULATOR
5 ATV SIMULATOR

JD: A lot of old Codemasters titles there – the Darlings have certainly done well this year haven't they Tamara?

TH: They certainly have Jimbo and an impressive performance from Microprose with the excellent **Gunship**

JD: Yes Microprose will certainly be 'flying high tonight' . . .

TH: Don't try to do jokes Jimbo

JD: Well it was more of a pun really, AND DON'T CALL ME JIMBO!

TH: Sorry Jamesywamesy I'll just go straight on shall I? . . . yes I thought so . . . with . .

BEST STRATEGY/WAR GAME OF 1987

1 VULCAN
2 ARMAGEDDON MAN
3 SORCEROR LORD
4 ARMY MOVES
5 GUNSHIP

TH: A well deserved win there for **Vulcan**. Personally I'd call **Army Moves** an arcade game, but who am I to question our readers' mental faculties?

JD: Nobody

TH: That's right Jimbo, after all, it's the readers' votes that count isn't it?

JD: Yes, and our view, and particularly yours, is completely irrelevant . . .

TH: And the next award is . . .

BEST SOFTWARE HOUSE

1 OCEAN
2 HEWSON
3 US GOLD
4 ELITE
5 MASTERTRONIC

TH: Ocean, once rich and successful, but dodgy-product-ridden, is now rich and successful and really rated by our readers. A truly impressive performance from a company that didn't have to worry too much about product quality, but did. A company that really put some effort into doing good work . . .

JD: Yes, and it takes a lot of advertising space as well doesn't it Tamara?

TH: Well sometimes it does Jim . . . good also to see a high placing for Hewson. Very well deserved that . . .

JD: And now on to . . .

BEST GRAPHICS IN A GAME

1 DRILLER
2 EXOLON
3 OUT RUN
4 HEAD OVER HEELS
5 RENEGADE

*JD: An interesting win there for Driller with its 'state of the art' 3-D displays an' all. Also nice to see a placing for **Head Over Heels** – a marvellous game which really didn't do anything like as welll as it should have. Exolon is another well deserved high placer*

TH: Yes, and now let's boogie on down to the sound of . . .

BEST SOUNDTRACK IN A GAME

1 OUT RUN
2 AGENT X2
3 TRANTOR
4 URIDIUM
5 BUBBLE BOBBLE

JD: Well I've certainly tripped a few light fantastics to that little lot – which is your own favourite Tamara?

TH: I go all tingly at the thought of the **Bubble Bobble** sondtrack actually Jimboid

JD: Really? . . . Um well, on to the next category and it's WORST GAME OF 1987

TH: Yes, and I think I'm reading that one out actually, Jimmy so shut it, here we go with . . .

WORST GAME OF 1987

1 SOCCER BOSS
2 GAME OVER
3 MASTERS OF THE UNIVERSE
4 GRID IRON
5 HANDBALL MARADONNA

JD: Some real dodos there Tammy . . .

TH: Yes though **Game Over** wasn't that bad, I think it just got a lot of 'I'm very disappointed because the flash artwork led me to believe there would be semi-naked women in it and there wasn't' . . . serves 'em right really

JD: On to one of the sections I'm most interested in and that's . . .

BEST FILM

1 CROCODILE DUNDEE
2 FERRIS BUELLER'S DAY OFF
3 COMMANDO
4 BEVERLY HILLS COP 2
5 GHOST BUSTERS

*JD: Nothing too surprising there really though surely **Ghost Busters** wasn't actually released in 1987, so that must be counted a video vote?*

TH: Actually I'm rather surprised there weren't more violent films in the top five . . .

JD: Now we have the top five worst films, don't we Tamara?

TH: No Jim I'm afraid you're completely wrong again. There are, in fact only three winners in this category, because apart from these three nobody could agree on anything . . .

WORST FILM

1 SUPERMAN 4
2 STAR WARS
3 INNER SPACE

JD: Certainly no doubts about the winner there, but a bit of a surprise at Number Two.

TH: Yes you're right there but – let's move on swiftly

JD: Worst TV isn't it Tamara?

TH: Wrong again Jim because before we do Worst TV we have to do best TV, don't we Jim?

BEST TV PROGRAMME

1 EASTENDERS
2 BREAD
3 BLACKADDER 2
4 THE LENNY HENRY SHOW
5 BROOKSIDE

TH: Why Ange doesn't simply organise a Mafia Hit on Den I'll never know . . .

JD: Have you heard my impersonation of Lofty . . . 'I really love you 'chelle'

TH: That was crap Jim. Talking of Crap. . .

WORST TV PROGRAMME

1 EASTENDERS
2 DALLAS
3 CROSSROADS
4 EMMERDALE FARM
5 GARDENER'S WORLD

JD: I think some readers will be quick to spot that Number One in this category is the same as Number One in the last category won't they Tamara?

TH: They will now that you've mentioned it, dolt . . .

JD: What's RIP OFF OF THE YEAR Tamara?

TH: Well let's find out shall we?

RIP OFF OF THE YEAR

1 +3
2 INDIANA JONES
3 LIVING DAYLIGHTS
4 YOUR SINCLAIR
5 THERE IS NO NUMBER 5

JD: Bit of a blow for Alan Sugar there, eh? Poor old, Alan, nice chap.

TH: Oh yeah, I'm sure he'll be crying all the way to the bank. You're such a girl, Jim. Let's crack on with . . .

MOST DISAPPOINTING LICENSING DEAL

1 LIVING DAYLIGHTS
2 RYGAR
3 BLOCKBUSTERS

*JD: Personally I'd say that the game of **Blockbusters** was actually more bearable than the TV series but there you go. Next category is . . .*

BEST LICENSING DEAL

1 720°
2 THUNDERCATS
3 OUT RUN
4 RENEGADE
5 INDIANA JONES

TH: I'm very pleased with that result actually, though I'd have put one and two the other way around

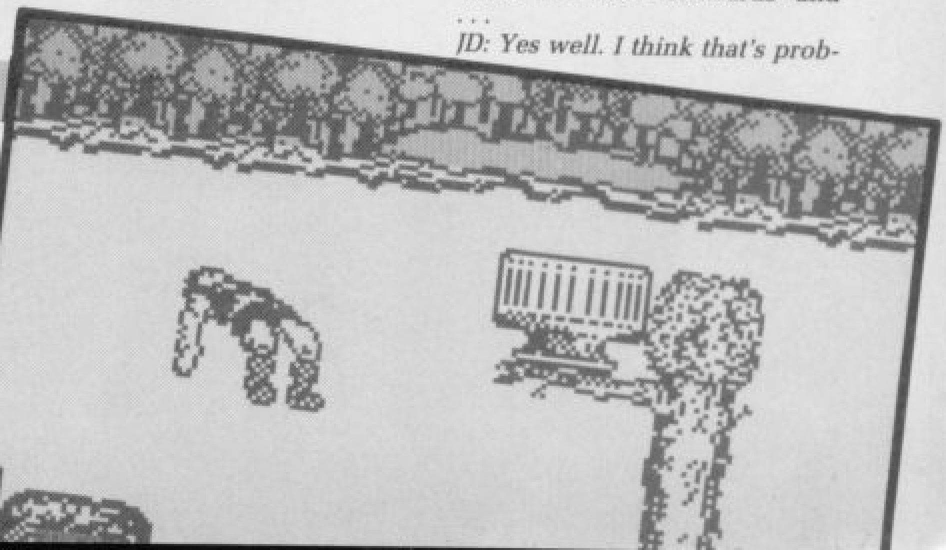
JD: Well I wouldn't so there . . . anyway here's a curious category . . .

CHARACTER COMPUTER YOU MOST ENJOYED WATCHING DIE

1 LION-O
2 MONTY MOLE
3 VITORC FROM EXOLON
4 BARBARIAN
5 BERK

TH: Couldn't agree with the choice there more – the way Lion-O goes 'poom' into the air and falls backwards and the way Vitorc hurtles backwards and . . .

JD: Yes well. I think that's prob-



READERS' POLL CONTINUED

ably enought of that actually Tambo

TH: . . . and the way that Mole falls hopelessly through the air and . . .

JD: Right thanks Tamara now it's

SU's BEST BIT

1 POKE CITY
2 REVIEWS
3 PREVIEWS
4 CHARTS
5 GREMLIN

JD: I guess our readers must be even more pleased now that Poke City is on tape

TH: I should certainly hope so Jim, God knows we try . . . did they say anything about anyone's reviews in particular being preferred Jim?

JD: No they didn't actually, but I think we both know whose they would choose . . .

TH: Glad you agree Jim. Is there anything about SU our readers don't like?

JD: Well here's the category to prove it . . .

SU's WORST BIT

1 There is none
2 SURGERY
3 BACKGROUND NOISE
4 GORDO
5 HEWSON'S HELPLINE

TH: Are you sure about that Jim, I mean everyone will think it was fixed

JD: Well it wasn't, so there

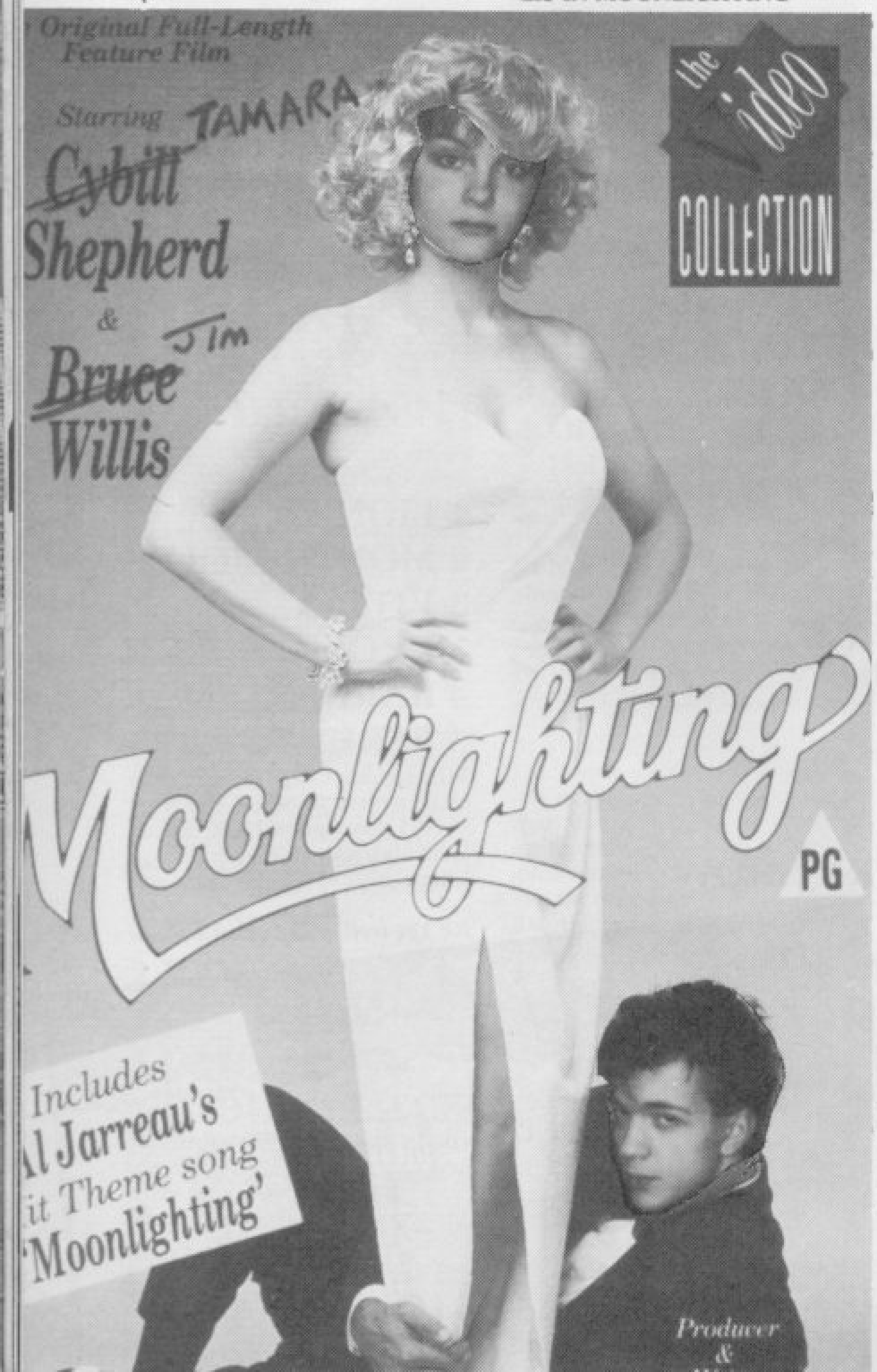
TH: Well that about wraps it up for this year's awards. I must say I've had a marvellous time. What about you Jimbo?

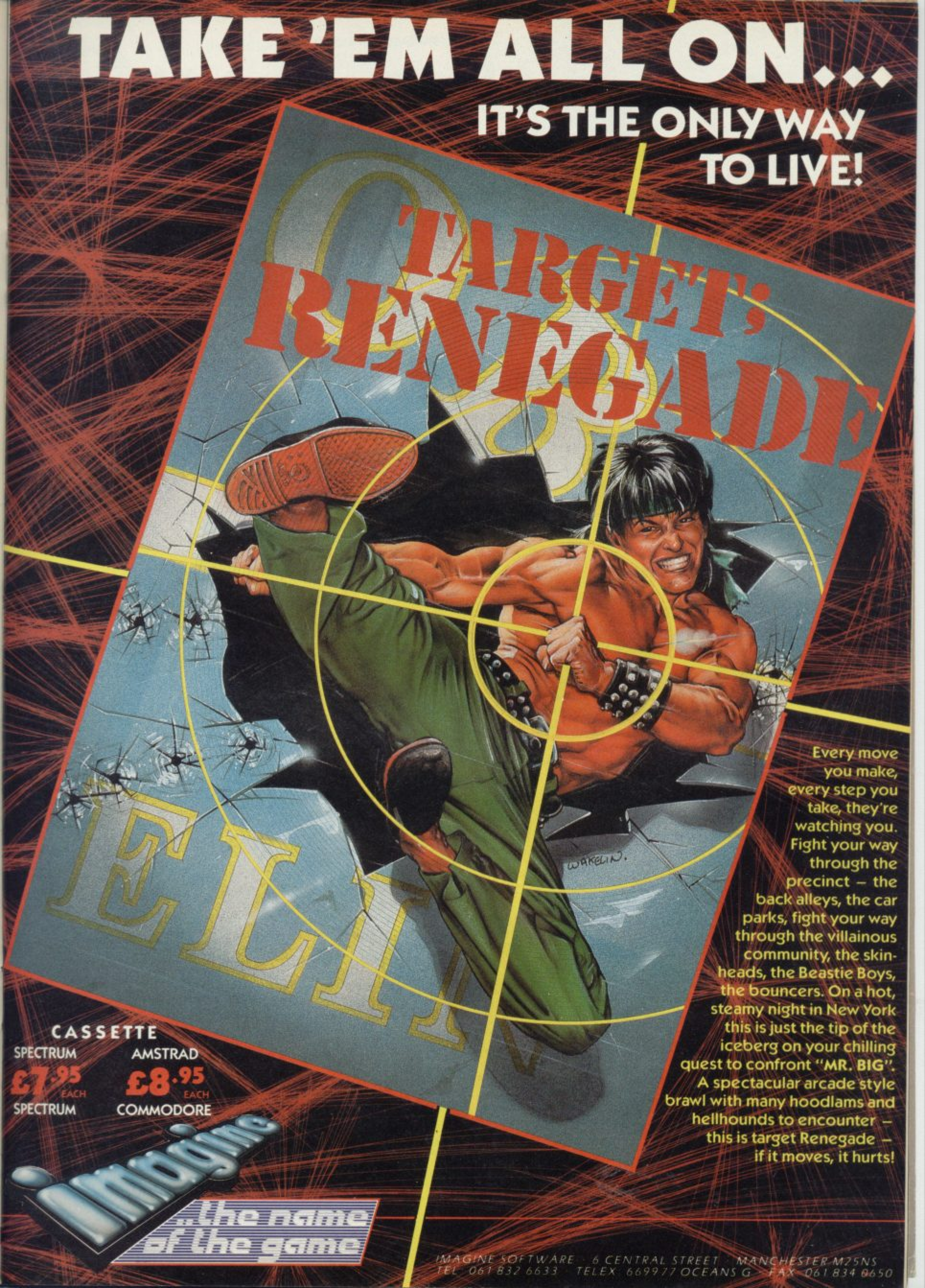
JD: No, actually I haven't really. I mean, you got all the best categories to read out and everything and don't keep calling me Jimbo

TH: Say goodnight Jimbo

JD: Goodnight Jim

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STREET FIG

If you're the sort of person who enjoyed Renegade then Street Fighter will make you go absolutely gaga.

Street Fighter was just one of the coin-ops which Go! acquired when it signed a contract with CapCom not so long ago. And as a coin-op conversion, it's very, very good. As a kicky, gouge, bite and scratch yer eyes out two player optioned, piece of mindless violence, it's absolutely great.

The game takes place in five different countries and invites the player to beat the living daylights out of the champion thug of each country in turn. The game begins in Japan, with a couple of extremely unpleasant Ninjas, one of whom does a truly impressive disappear-reappear trick, which is thoroughly confusing. Waving long, spiky claws at yer man, he'll do his best to mash him into the ground. But even I managed to get through Japan fairly easily, and it was on to the good ol' US of A.

Your opponent in the States looks like he's a reject from the Hammer House of Horror remake of *West Side Story* (ask yer mam). Set against a railway siding, the violence continues, until you've won two rounds, and then whoops! It's off to good old Britain.

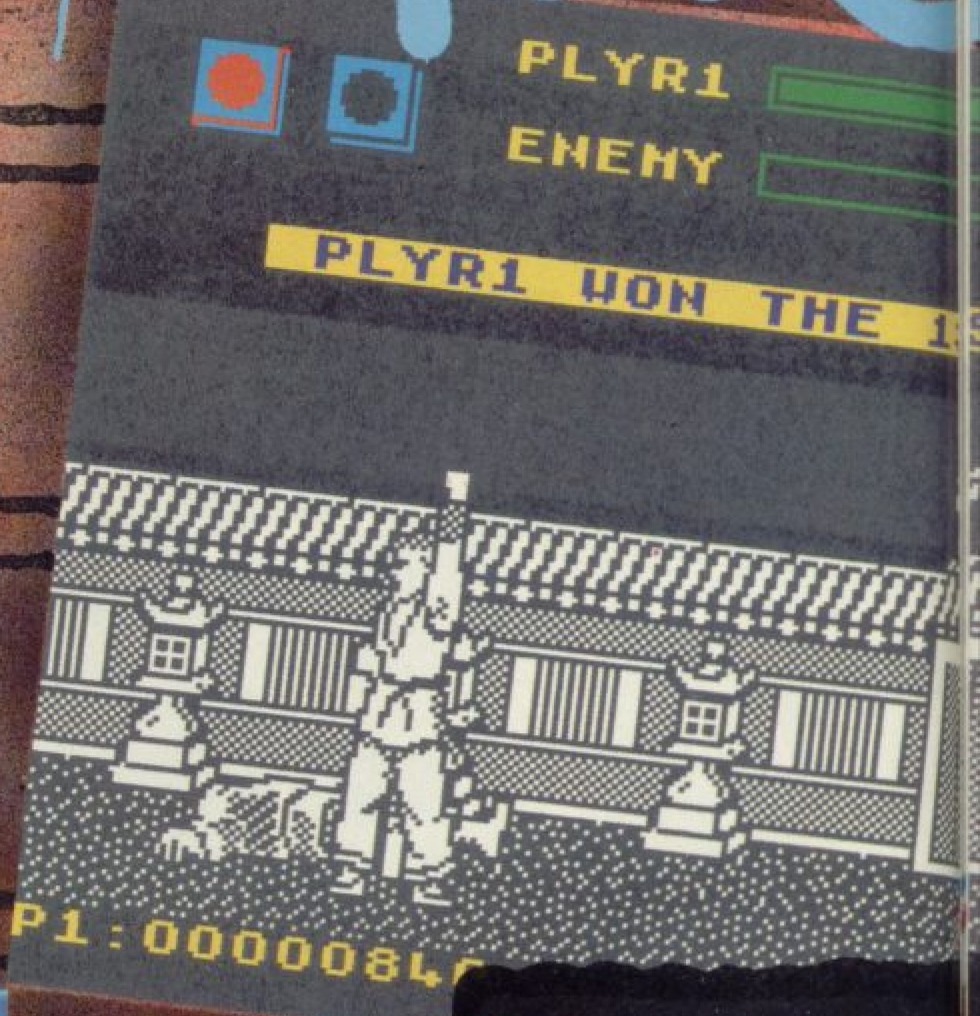
This is where the Renegade comparisons become really pointed. If you were impressed by the measly little dude with the Ray Bans and the leather jacket, then your laundry bill is going to rocket once you clap eyes on the eight foot tall mohican in Street Fighter. Swinging his chains around his head (takes some doing, that) and nutting all and sundry (bet he uses Harmony hairspray.)

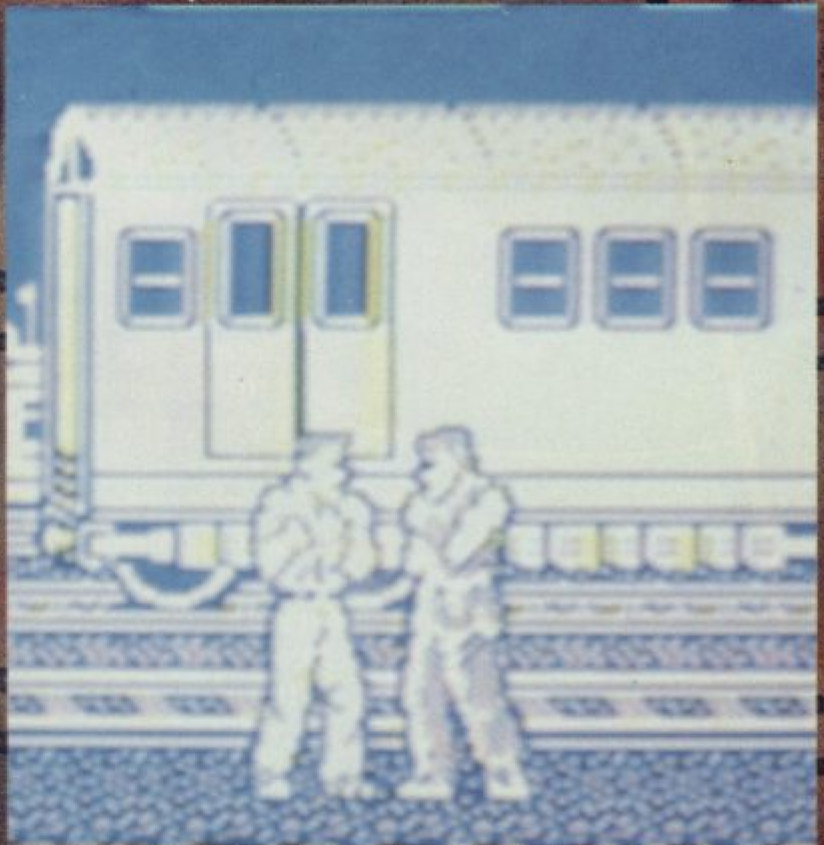
Once past the punk there's a glimpse of the Great Wall of China, and finally, to round off the whole expedition, there's a trip to Thailand. And this guy's even more frightening than Yul Brynner in *The King and I*.

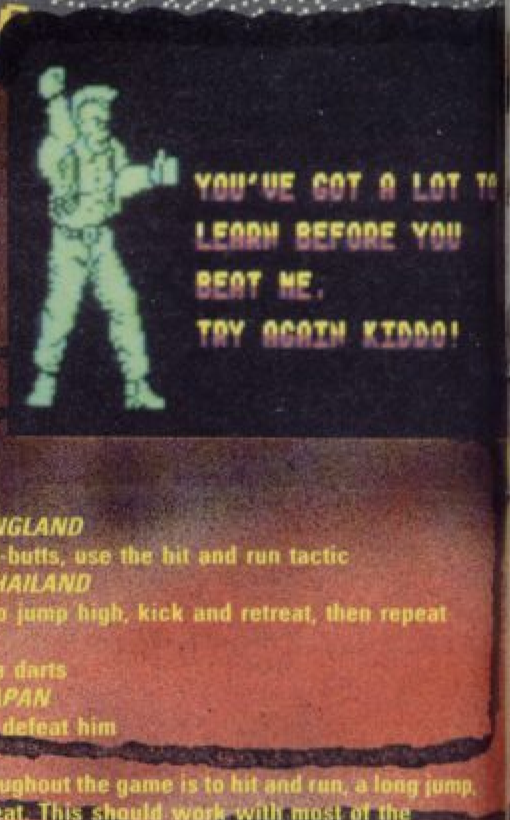
Throughout the backgrounds are effective, not hugely detailed, but always appropriate for the country in question. The sprites are enormous in comparison to those in Renegade, and the British punk is truly spectacular. Each one moves well and is finely detailed. Though I'm not at all sure that the guy from Thailand is particularly menacing, but who ever heard of a menacing Thai?

Programmers Tiertex have included a screen colour option, which allows you to be mutilated in whatever shade you prefer. Whatever colour you go for, there never seems to be an icky-clash, the sprites just get on with their mutilation in a neat and tidy fashion.

Sandwiched between the various countries are bonus levels which involve smashing a large number of bricks with your bare hands. I didn't go for this much myself. Well, I'd have







HINTS AND TIPS

CHARACTER: BIRDIE LEVEL: ENGLAND
Tactic: Watch out for the head-butts, use the hit and run tactic
CHARACTER: SAGAT LEVEL: THAILAND
Tactic: He has a long reach, so jump high, kick and retreat, then repeat
CHARACTER: GEKI LEVEL
Tactic: Watch out for the Ninja darts
CHARACTER: RETSU LEVEL: JAPAN
Tactic: Low sweeps will soon defeat him

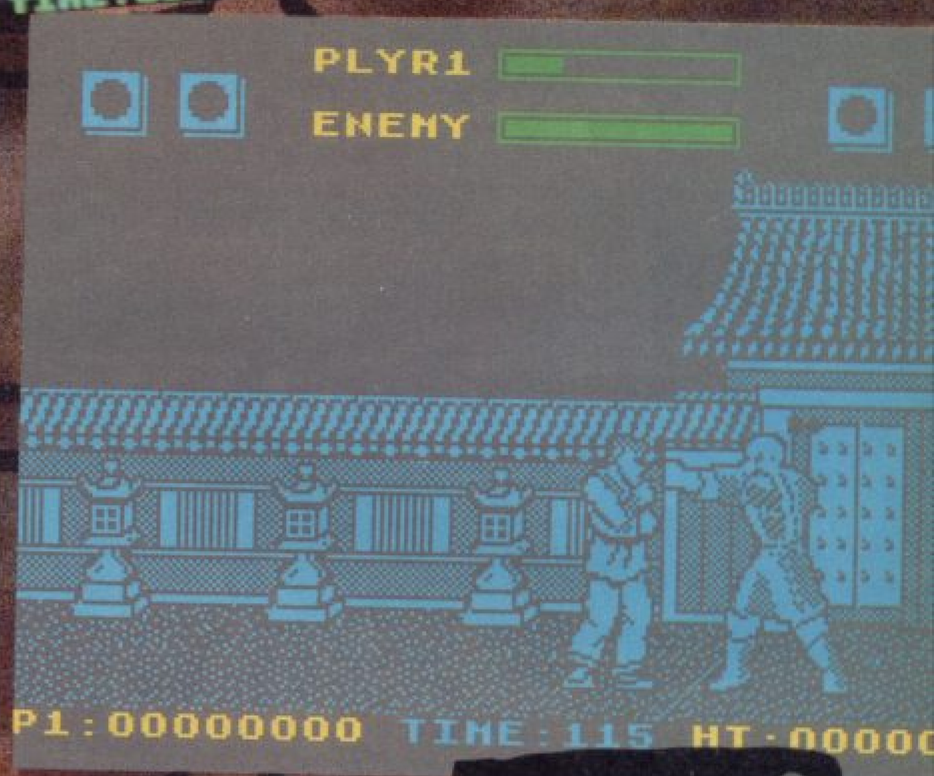
Remember:

- The best tactic to employ throughout the game is to hit and run, a long jump, a kick or punch, and then retreat. This should work with most of the characters
- Each character has strengths and weaknesses, when you've identified these, then everything should fall into place

ARCADE REVIEW

SHTER







CLASSIC

FAXBOX

Thoroughly impressive combat game which knocks Renegade for six. Go damage someone

STREETFIGHTER
Label: Go!
Author: Tiertex
Price: £8.99
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★★★ ★★★★★★ 10

PROGRAMMERS

TIERTEX may not be a name you've come across before, but a brief look at the Manchester firm's Softography will indicate its calibre. **John Prince** and **Duncan Campbell** make up the firm. John has a PhD in physics and is aged between 24 and 27 (Wah! **G.T.**) and Duncan is 24 and has a masters degree in electronics.
SOFTOGRAPHY: **Ace of Aces** (*US Gold*, 1987), **10th Frame** (*US Gold* 1987), **Goonies** (*US Gold*, 1987), **720°** (*US Gold*, 1987), **Rolling Thunder** (*Go!*, 1988)







broken a nail, wouldn't I?

Controls are pretty much as one would expect, various combinations of joysticks up and down and fire button pressed will produce flying kicks, underhand jabs and the good old fashioned cowardly duck.

If you liked Renegade, and thought we underrated it, take a look at Street Fighter. It's bigger, it's better, it's a lot more polished methinks. This is a *really* aggressive game and that's as much a tribute to the gameplay as to the excellent graphics. Street Fighter is definitely one of my games of the year so far. More!■



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A JOY to use – MENU-DRIVEN with screen prompts, one-touch commands, fully error-trapped, etc.
FULLY PROGRAMMABLE – line feed, width & spacing, margins various COPY types (text, hi-res, shaded) and sizes (whole or parts, standard or large), tokens – all can be instantly set AND programmed in BASIC
With 8K RAM EXTENSION + built-in MULTI-TOOLKIT + 1.2m printer cable ★ Compatible with GENIE
WOW
THE ULTIMATE MULTI-PURPOSE CENTRONICS PRINTER INTERFACE
multiface EVERY SPECTRUM OWNER SHOULD HAVE ONE
multiface 1 & 128
MULTIFACE can stop ANY program at ANY point and COPY it. It works every time, is FULLY automatic and idiot-proof. It is extremely simple to use, friendly, 100% reliable, fully error-trapped – it does absolutely everything for you.
As long as you know how to load a game, MULTIFACE will COPY it at a touch of a button! Having saved a game, you can continue it or re-save later as you progress. Programs will re-load even without MULTIFACE attached and run where you stopped and SAVED.
MULTIFACE is menu-driven with screen prompts and most operations are achieved by pressing a single key – so easy! It uses the most powerful and efficient compressing for fast re-loading and for taking minimal room when saving.
MULTIFACE can also save SCREENS only and COPY SCREENS to printers.
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MULTIFACE 1 & 128 have a through port and can both save to TAPE, MICRODRIVE and DISCOVERY. Their differences are:
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1988 – THE YEAR OF THE ROBOT



SPECTRUM+3 – THE BEST ADD-ON FOR MULTIFACE 3

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"A GOOD REASON TO BUY SPECTRUM+3:" (Crash)

multiface three

"THE PLUS 3 DISC SOLUTION" (Sinclair User)

In the beginning there was the Spectrum. Lots of people bought one. Lots of other people wrote games for the Spectrum, and lots of people bought those as well.

But there was a snag – everything used cassette tapes, which were fine for *Depeche Mode* but not for so hot for computer software. Slow, unreliable and frustrating were some of the kinder terms used for the medium.

Now there's the 128K+3, a games machine that has all its software on tape and built in disc drive . . . Guess what Romantic Robot has produced?

Multiface 3, that's what. Plug it into your 128K+3, and load a game from tape. Press the red button and you can port it on to disc at any stage, yours to load in a trice at a whim's notice. Multiface works by waiting for the program to load and run. Then it takes a copy, and as the program was running at the time, it will run when the copy is loaded back later.

The tape to disc function of the Multiface 3 would be enough to recommend it to anyone. But there's more. When the red button is pressed, a whole range of functions appears. You can look through the 128K+3's memory, altering it at will. High scores have never been so easy to obtain. Memory can be displayed as hexadecimal, decimal or text. All of the 128K+3's 128K of Ram can be fiddled with, not just the 48K's worth that Basic has access to.

You can also print out areas of memory and screens in a variety of different forms. The Multiface 3 can do the same types of graphics dumps as its brother Multiprint, straight text, Spectrum-style *Copy* and a couple of shaded screen dumps. It can't do much more than 128K+3 Basic does, but it does it in the middle of programs.

The main purpose of the Multiface is to get things on to disc. As well as the simple *Save* and *Load*, it's got a few other tricks up its interface. You can, for example, use the disc from 48K mode. Lots of people get excited by this.

Other things that the Multiface can do is allow you to erase a file to make room on a disc, in case you need to save something in mid-game and can't get to Basic to do the deed. You can't *Format* a disc from the Multiface, alas.

Multiface also compresses stuff automatically, and doesn't *Save* empty areas of memory. These two features mean that you can get (for example) more than three games on the 170-odd K allowed you per disc side. But you can turn those features off, if need be.

Everything is accessed by the traditional one- or two-line menu and single keypresses. Multiface 3 is very careful about invalid inputs, and didn't crash or otherwise misbehave at all. And I did try to confuse it.

More than that, what can I say? I enjoy a good rant, most reviewers do, but the Multiface 3 seems set on continuing the Romantic Robot tradition of doing the job reliably. I can't even complain a little.

Any 128K+3 owner will find it a wonderful device, indispensible even – I'm not giving mine back without a fight. I expect to see the usual extra programs appear for the best in due course (Genie et al), whereupon not owning a Multiface 3 will brand one a complete loser■

EXCERPTS FROM REVIEW IN SINCLAIR USER NOVEMBER 1987



LIFEGUARD is an infinite life finder. Install it into the MULTIFACE 1 or 128, load a game, press the MULTIFACE's button and LIFEGUARD is ready to look for infinite lives, ammunition, etc. Once it finds it, your playing and score will never be the same – you'll win again and again – **and for £6.95 ONLY!**

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THE YEAR OF THE ROBOT · BE PART OF IT

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BACKGROUND NOISE

When we were approached by Activision to produce Predator across all formats, we thought that we'd have our work cut out for us for the next few months. When we heard that it was to be the company's big release of the year, we *knew* that we'd have our work cut out! The whole thing had to be put together in under four months, but somehow, we at Source managed it.

The team that was finally put together to produce Predator on the Spectrum was as follows: James on coding, Bryn on graphics, and Paul doing the

PREDATOR

music and sound effects. Having established who was going to construct the project as a whole, a development schedule was set up by our technical director, Adrian Scotney, and the project was under way.

The first step in coding was to construct the scrolling backgrounds, along with a simple sprite routine. Various scrolling speeds were tested, eg 1 pixel, 2 pixel, 4 pixel, 8 pixel. A final speed of 4 pixel was settled on to tie the animation of the main character. While this was being worked on, Bryn was drawing the backgrounds, and then the main characters. To do this he used an Atari ST and Art Studio. The graphics were then ported across to the PC development system, which Source uses.

On receiving the backgrounds and the main character sprites a new sprite routine was written in order to handle the animation. After several tests involving the use of colour, it was decided to use monochrome only. The reason for this was to avoid attribute clash due to the 2 pixel movement of the main character and associated sprites. At this stage it was decided that no more than 16 sprites would be allowed on the screen at any one time, in order to allow adequate gameplay.

To begin with, 34 frames were used for the main animation of the central figure (Arnie). This produced a very high standard of animation. In addition to this, a further 16 sprites were used, bringin the approximate total of frames of animation to 40.

While James and Bryn were busy on the coding and graphics, Paul was composing the music for all versions of the game. As the film does not have a theme tune as such, it was decided to compose a piece to suit the game. Paul uses an Emulator sampling keyboard to compose his music, which is then downloaded as data via a Midi interface to the target machine. A music driver written by Simon was then used to read the Midi data and produce the music heard on Predator.

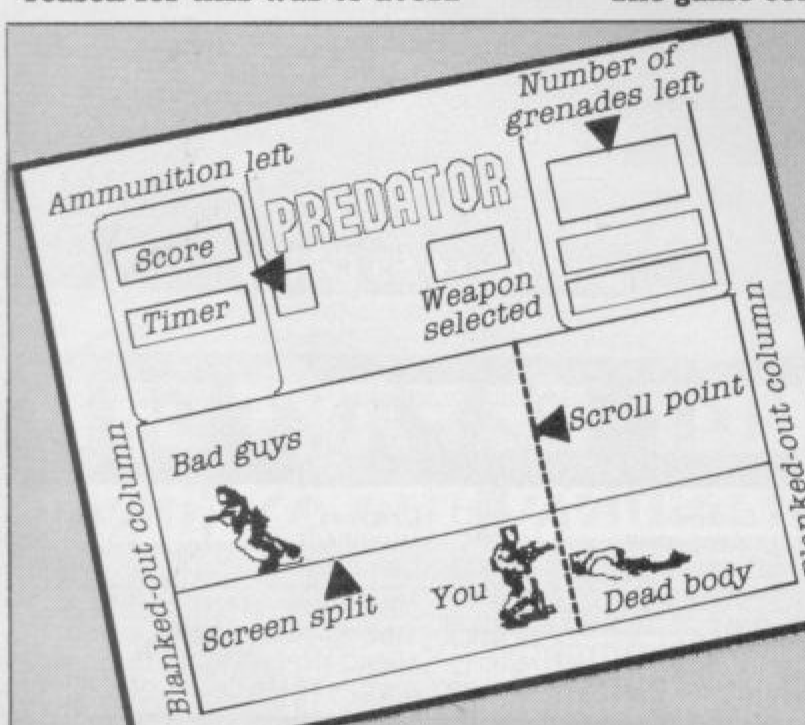
The game consisted of a total of 7 loads, the first being 'load zero,' which was a film style start sequence. The second load was the main game code itself, and the other loads were the game's levels. (Each level consisted of 10 screens, with no wrap-around).

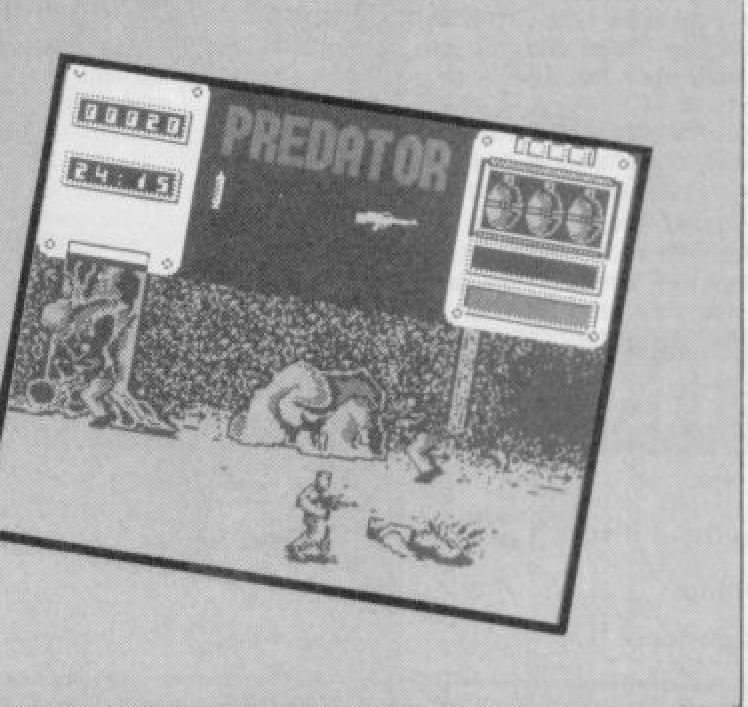
The homing of the alien point of view (the triangle) and the alien red dots effectively used a line of drawing routine to draw an invisible line from the triangle to the main character. The sprite followed this line until it reached the main character, or was turned off under program control. If the main character moved while the triangle was on the screen, a new line would be calculated and the sprite would follow this new line.

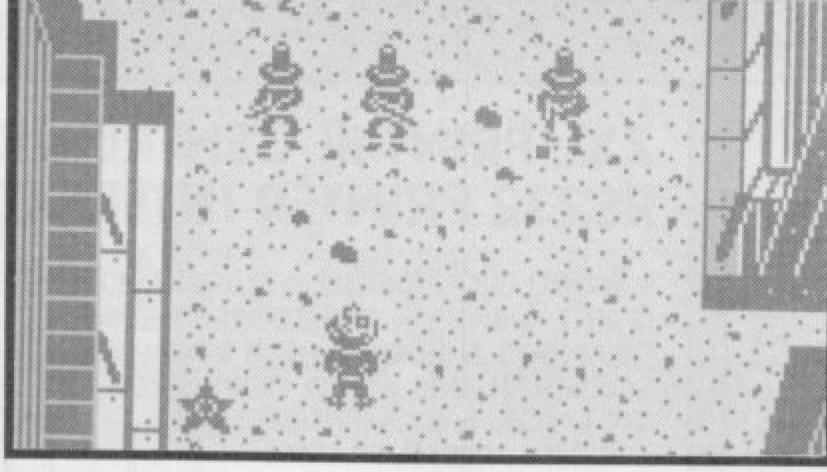
The final stage was to write the loaders for the various levels, and to test the game. This was done in conjunction with Saul at Activision to get the gameplay to their liking.

When the graphics were finished and the music completed, James put together all the various parts of the program and, with the logic completed, Predator was finished and off for mastering■

Source







ARCADE REVIEW

GUNSMOKE

Now look, just because this is a cowboy sort of game, there's absolutely no excuse to start, or even continue, this review along the lines of, *I Was Born Under a Wandering Star, Raindrops Keep Falling on my Head,* or such other Western-style film tunes. No, I'm not the sort of gal to hang around saloons and drink raw whisky and sing *(That's a lie for a start – GT)* so I'll just get along with this here review.

Gunsmoke, latest release from Go! is a conversion from a little known coin-op, which was, to say the least, not overly impressive in the first place. Yet again, the scenario is of lone good guy against hordes of screaming bad guys with simply enormous weapons.

Each of **Gunsmoke's** levels involve ploughing your way through various outlaws of varying nastiness (the weight of the guy's beard is usually indicative of the degree of ghastliness of his character) in order to reach Mister Big, the Last Outlaw, the Final Bad Guy. And he takes an awful lot of killing.

Along the way to Public Enemy Number 1, there's the odd bouncing horse (don't axe me why) and some handy stars a-lyin' on the ground. Shoot the handy stars to reveal bonus points, and the odd stick of dynamite which alternately blows you up, and, er, doesn't. No sign, as far as I can see, of those barrels which appear in the coin-op revealing new boots, guns and other pieces fo weaponry.

Apart from the lack of barrels, **Gunsmoke** on the Spectrum bears a good resemblance to **Gunsmoke** in the arcades. The graphics are good and clear (despite being that ghastly shade of yellow which seems to be all the rage in games these days) and your character moves with a good, manly swagger. But yet again, we've got the rotten invisible bullets syndrome. Or rather you can see the bullets, but owing to the enormous number of them present on the screen at any one time, the chances of avoiding 'em are pretty slim.

It's a tough game, with the baddies outnumbering you several to one, and things crack along at a fair pace. But it's not a game that's anything out of the ordinary. It's a relatively good conversion of a relatively good coin-op, and that's it. Period. There's nothing to lift it up to the standard of the **Cybernoids** and **Fireflies** of this world. If you want a perfectly competent cowboy blast, go for it. If you want innovative and astounding gameplay, p'raps not■

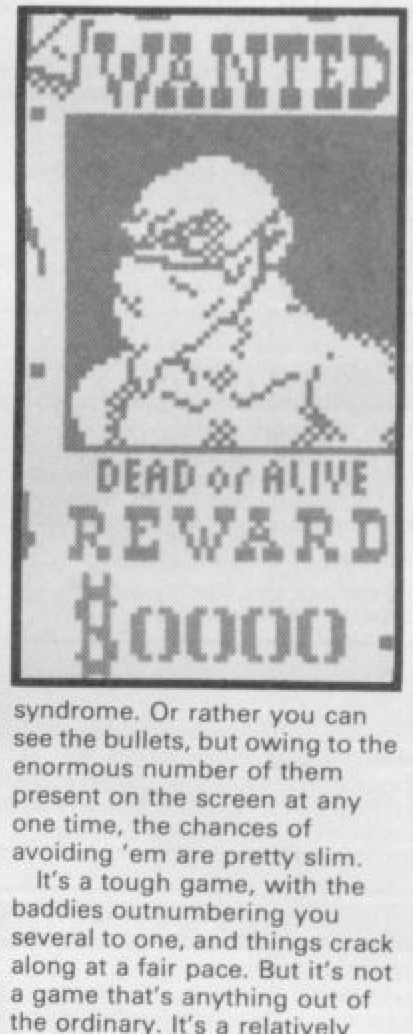
FAXBOX

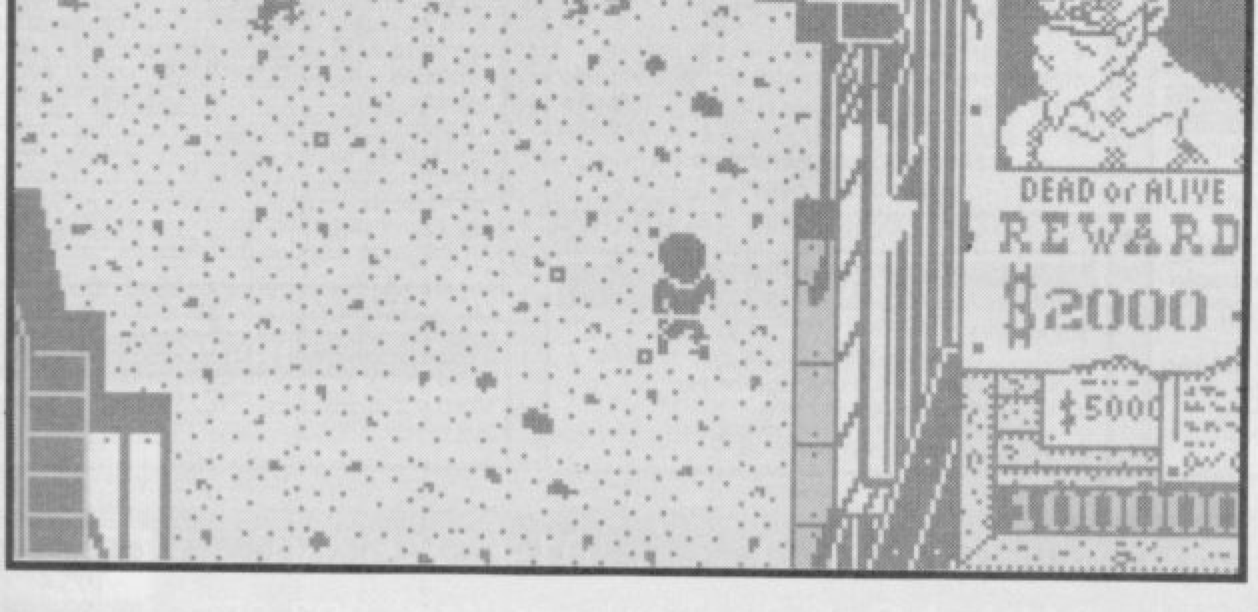
Competent coin-op conversion with lots of bad guys. Doesn't score highly on the originality front though

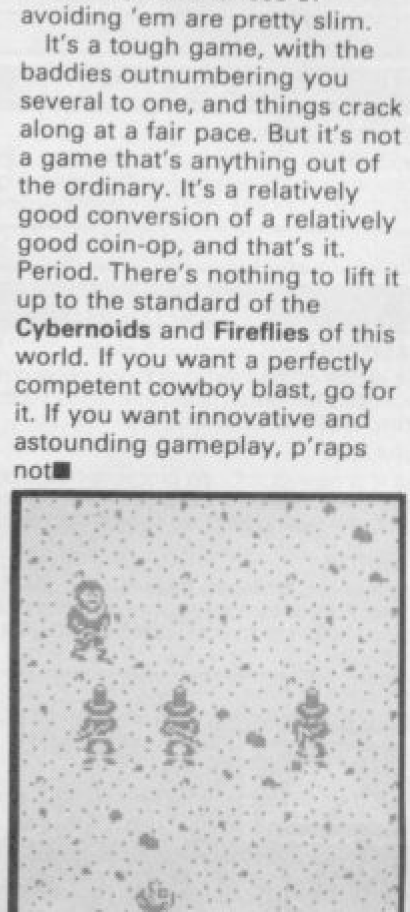
GUNSMOKE
Label: Go!
Author: Toposoft
Price: £8.99
Memory: 48K/128K
Joystick: various

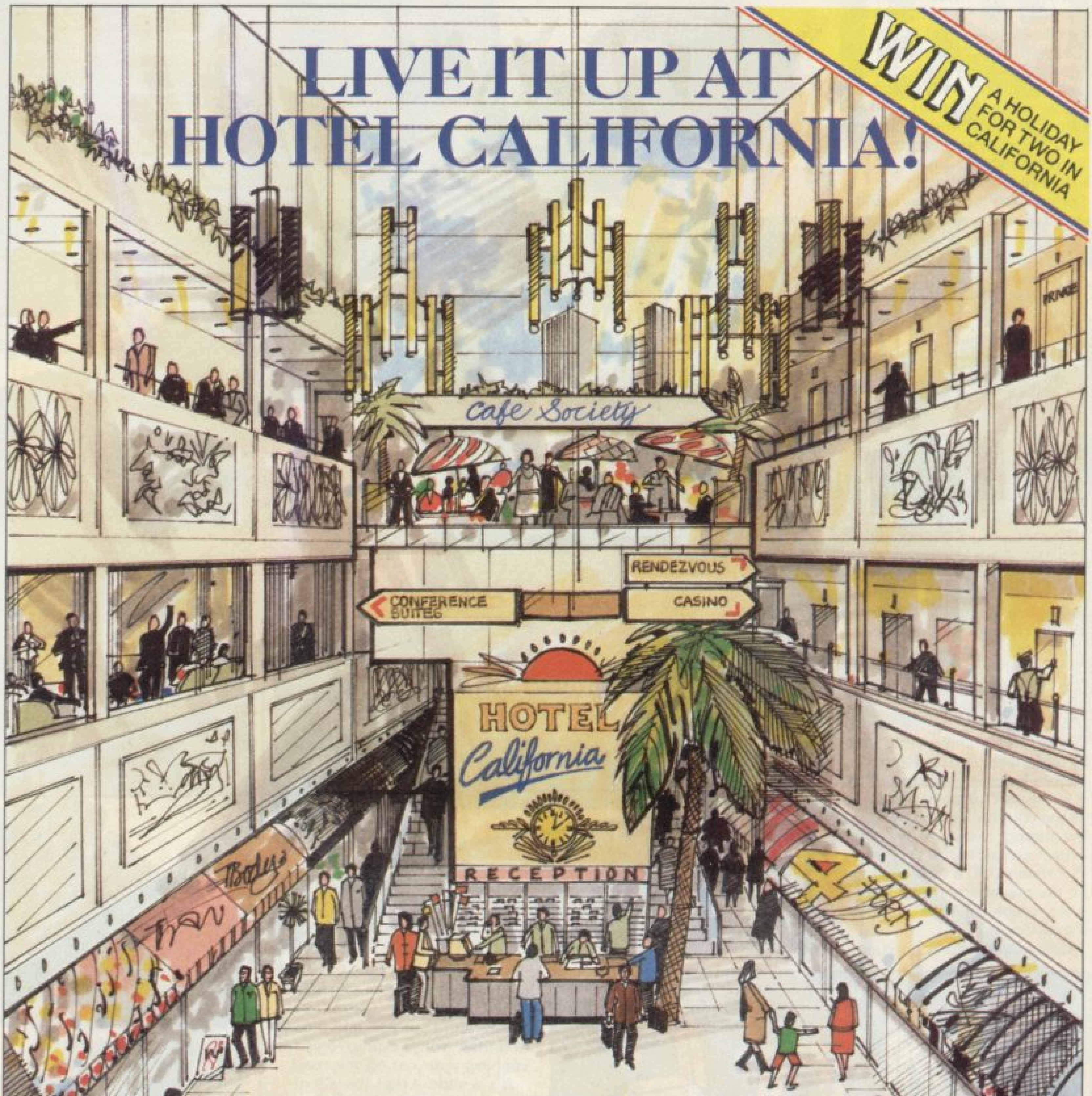
Reviewer: Tamara Howard

★★★★★★★★★☆ 9









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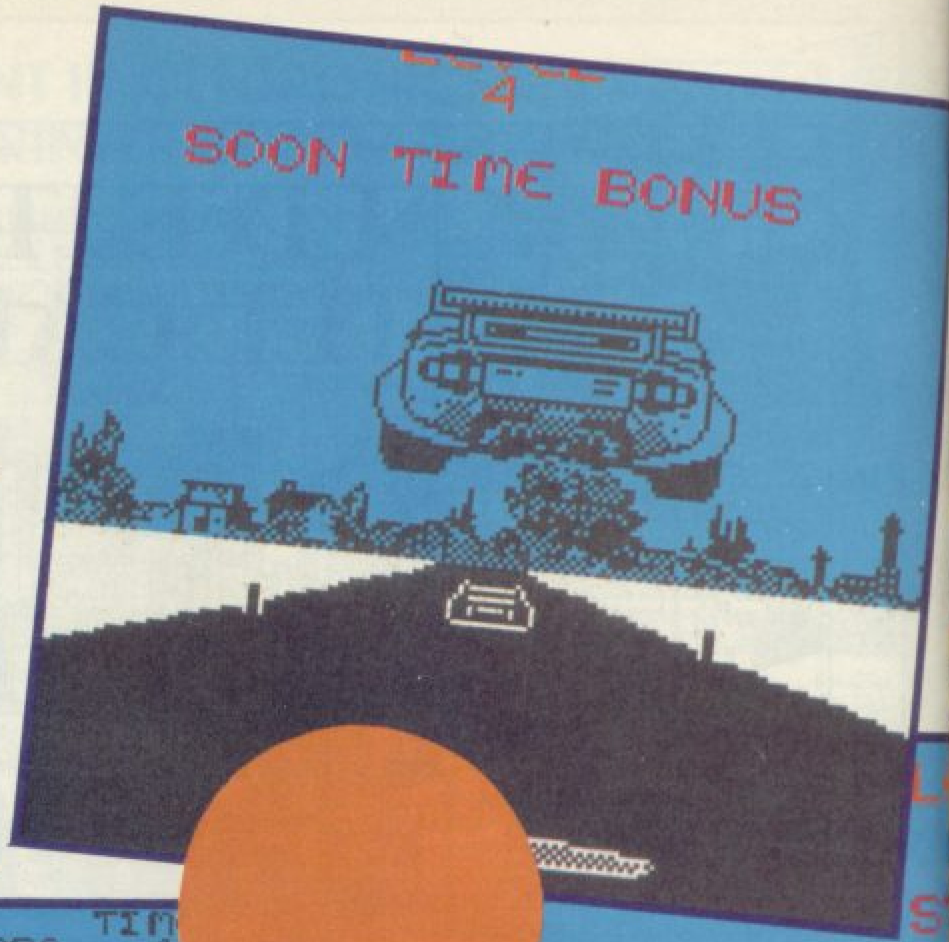
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CRAZY

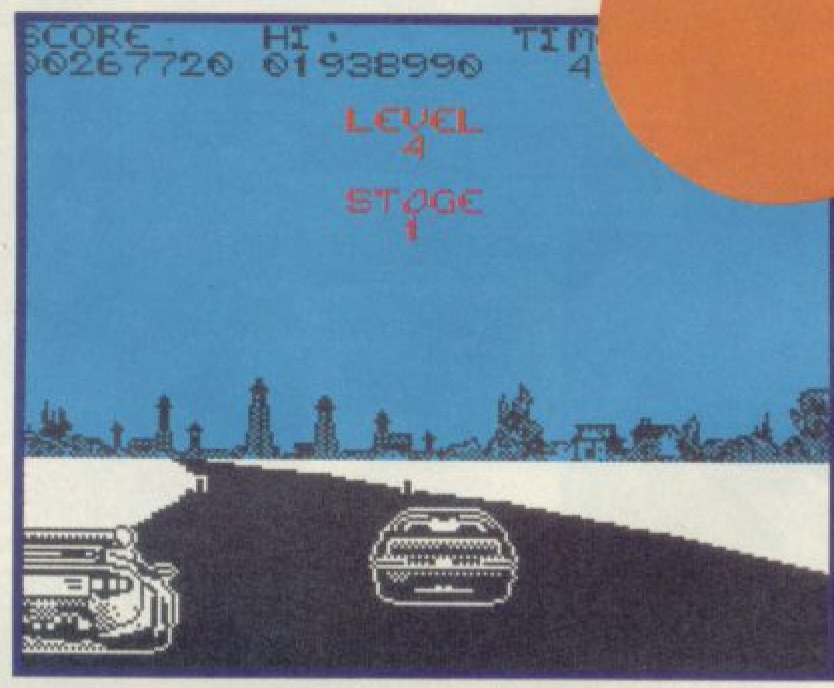


cash on **Crazy Cars** from Titus.

Crazy Cars, as is thoroughly apparent from the screenshots, is (yet) another pedal-to-the-metal, punctured exhaust, no red lights, round the 3-D circuit with no care or attention excursion. The obvious comparisons with **Outrun** just have to be drawn. So I'll draw some.

For a start, the conversion of **Outrun** was an incredible task to undertake, and so lots of people were very disappointed that it wasn't exactly the same as the coin-op. Indeed, it was in the attempt to copy *every* single aspect across to the Spectrum that made **O.R.** a trifle shakey on the playability front; too many graphical 'frills' slowing things down.

Crazy Cars suffers no such





CARS

problems. All but the barest trimmings have been chopped away; the buildings, signs and shacks in **Outrun** have been replace by tiny bollards every 100 metres or so. The road is the same width all the way – no chicanes. As a result, the whole thing has very much the feel of a mechanical, efficient program. There are hills and ramps whcih bounce your car into the air with varying severity, depending on your speed.

The other cars waver around in the middle of the track, getting in your way, and refusing point blank to pull in to make room for you to overtake. Reminds me of the guy in the Porsche who nearly ran into me last night . . .

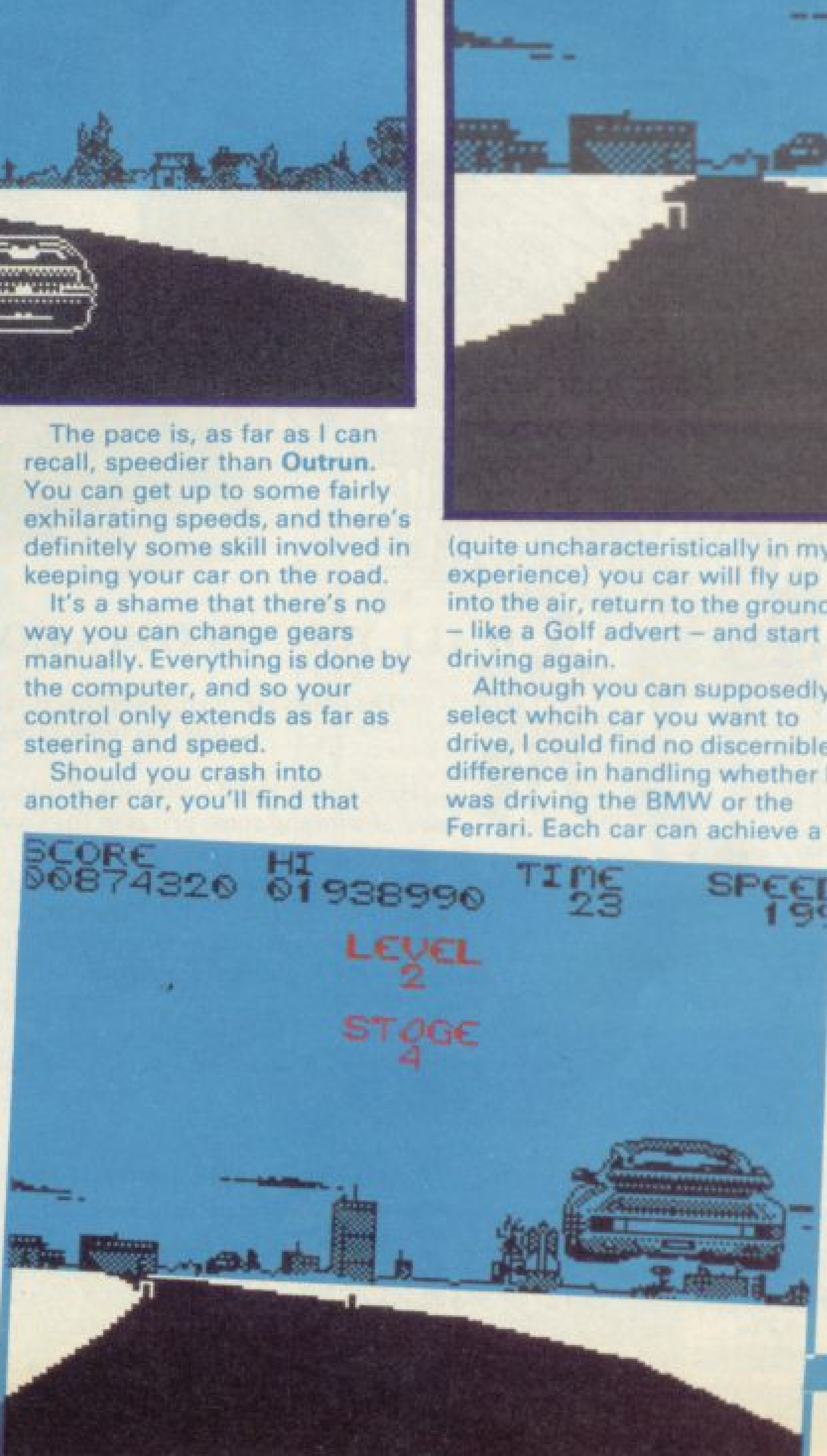
The graphics, as I've outlined, are reasonably simple. Each car is just about recognisable as its intended type. The Porsche looks a bit like a 50's space-ship it's true, but the Ferrari and BMW are fine.

The pace is, as far as I can recall, speedier than **Outrun**. You can get up to some fairly exhilarating speeds, and there's definitely some skill involved in keeping your car on the road.

It's a shame that there's no way you can change gears manually. Everything is done by the computer, and so your control only extends as far as steering and speed.

Should you crash into another car, you'll find that (quite uncharacteristically in my experience) you car will fly up into the air, return to the ground – like a Golf advert – and start driving again.

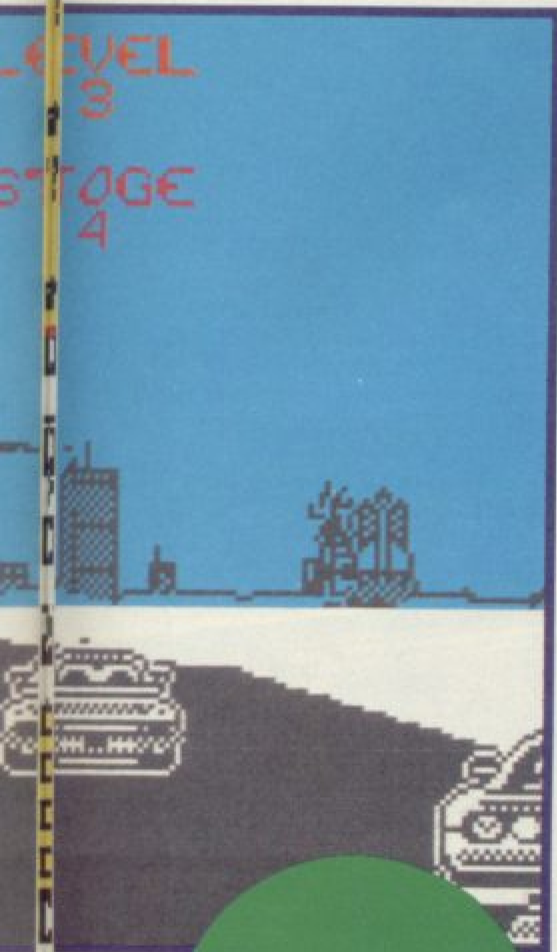
Although you can supposedly select whcih car you want to drive, I could find no discernible difference in handling whether I was driving the BMW or the Ferrari. Each car can achieve a



FAXBOX

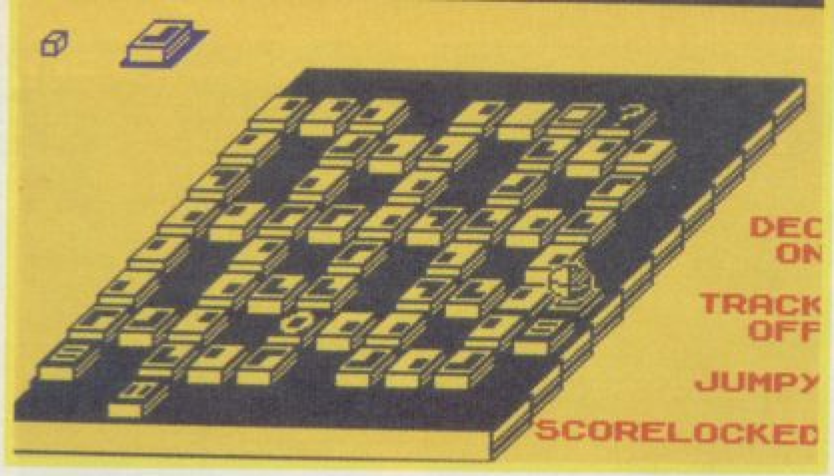
Few frills, but it's closer to a fully working Golf GTi than USG's Ferrari with a puncture

CRAZY CARS
Label: Entertainment International
Author: Titus
Price: £8.95
Memory: 48K/128K
Reviewer: [signature]
★★★★☆ 8



ridiculous rate of acceleration (0-60 in three seconds) and has a top speed of 200 mph. Even better than a 3 litre Capri.

Crazy Cars is certainly more entertaining to play than **Outrun.** The courses seem more interesting, what with the severe hills and oil, and you get the dangerously exciting feeling that you're not really 100% in control of your car at high speeds. The game loses some points for its lack of 'polish', but it's definitely the most successful attempt at automobile-bound 3-D racing game to date on the Speccy■



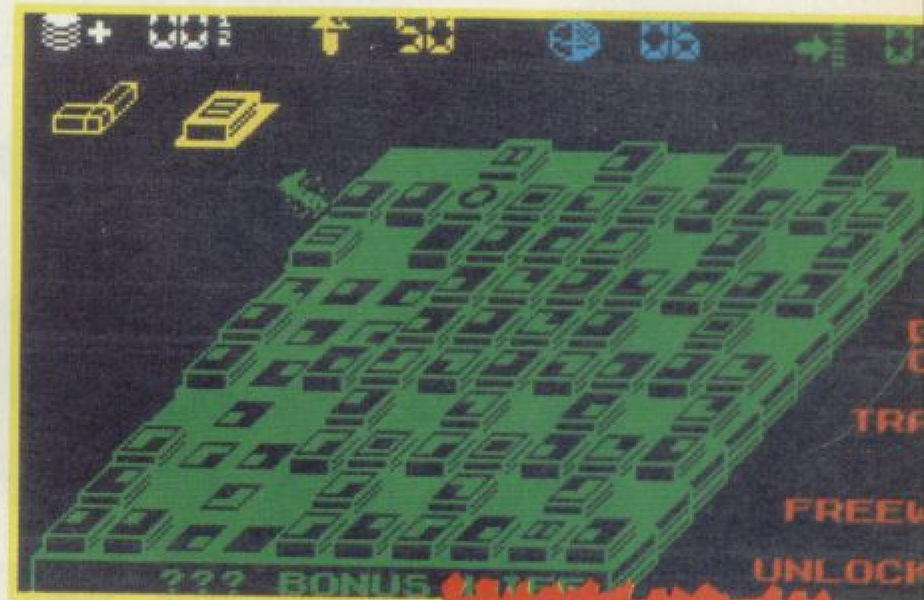
STRATEGY SIMULATION REVIEW

SOPHISTRY

Sophistry is an exploration game, with over 400 screens worth for you to die on. You play a little marble like thing who has to find 64 keys to open up every room on every level. The keys are hidden around all of the 20 levels of the game, and boy, does this game demand a lot of thinking before you start getting the keys. A map is definitely called for.

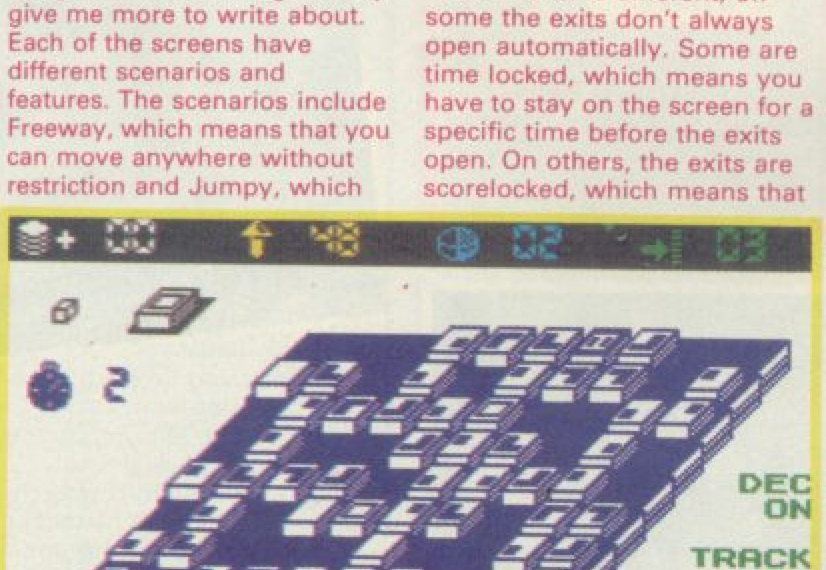
Each of the screens are composed of little blocks, each looking like the graphic symbols on the top row on a Spectrum keyboard. Altogether, they look like dominoes, that's not important. Your little marble bounces from block to block in all of 4 directions (Woooooo!) It starts easily enough but on later screens the blocks start disappearing! Timing jumps then becomes essential. The blocks on each screen are laid out like a maze, and on some screens lots of strategy is required, especially with problems like locked exits and seekers. Eh? you say, what dey? Read on . . .

As well as the basic maze aspect of the game, there are lots of other features to make the game harder and generally give me more to write about. Each of the screens have different scenarios and features. The scenarios include Freeway, which means that you can move anywhere without restriction and Jumpy, which makes the blocks immediately adjacent surge up and down. Various others exist, but I'm not going to let you into all the secrets.



Seekers are another feature of the games – funny little animals that chase you around the screen. More surprises with the mystery blocks. Land on these for the unexpected. It might be bonus points, an extra man, it might even kill only seekers on the current screen.

Each level is different, on some the exits don't always open automatically. Some are time locked, which means you have to stay on the screen for a specific time before the exits open. On others, the exits are scorelocked, which means that you have to score a certain amount before the doors open.



FAXBOX

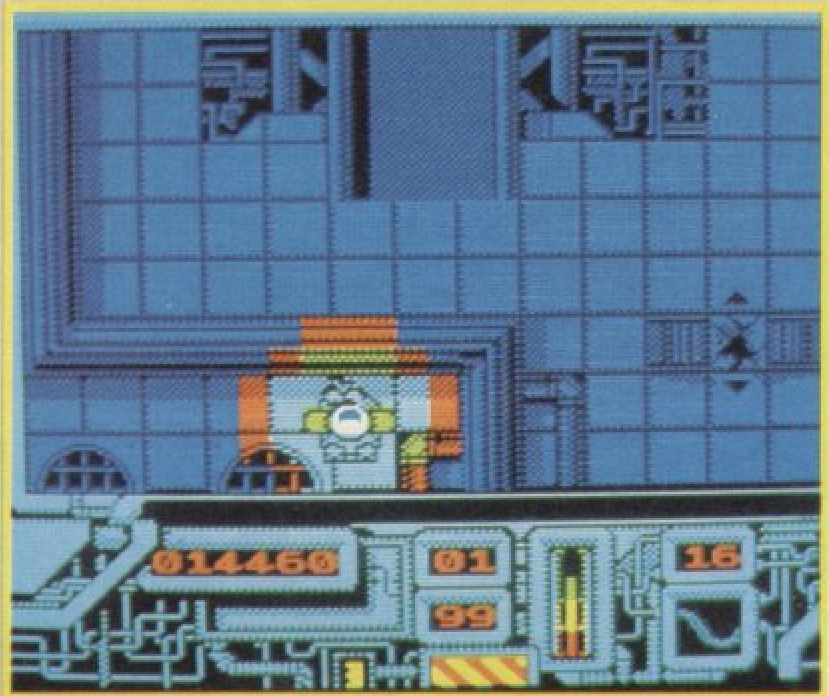
Well crucial strategy bouncy thingy, shame about the funny name. A computer board game

SOPHISTRY
Label: CRL
Author: Roderick McFarquar
Price: £7.95
Memory: 48K/128K
Joystick: various
Reviewer: [signature]
★★★★☆ 8

The graphics on the game are good. Very good for what is really a strategy game in fact. The boards are presented in pseudo 3-D view across the board. The marble you play is very well animated. When it jumps, it splits like a spring, then comes back together. Stray off the blocks, or try to leave via a block that isn't an exit and you'll explode. Painful but true.

Sophistry is a great game, and one I recommend to both strategy and arcade games alike. And even my granny thinks it's the best thing since sliced corn flakes■

ARCADE REVIEW



DENIZEN

Players. So phenomenally flabbergastingly good over the past few months, that we get terribly excited when we hear that a new launch is planned. So when **Denizen** was announced we found ourselves in need of a good hosing down and a long hanging out to dry.

Denizen, true to arcade tradition, comes complete with completely spurious storyline. Jabba McGut has taken over a plutonium reprocessing plant high above the earth, and it's down to you to chuck him out.

First impressions of **Denizen** will make you feel all flushed and wobbly. The graphics are just knock out, well up to the standard of previous Players' epics. The game is played plan-view. Beginning on Level One, there's first a maze of corridors, wonderfully detailed. Scattered around the corridors are various pass cards which are necessary to open gates to other sectors. Also scattered around the place are fly like things which are hell bent on getting their tasty sticky tongues wrapped around you and draining you to death. It's a bit like **Gauntlet** really.

So, off you go, picking up the keys, snuffing the flies and looking for the torch. The torch. Necessary to light up the darker areas of the complex, but don't ask me what difference that makes in life 'cos I've not found the darned thing yet. Search also for explosive bolts, necessary to jettison Jabba and all his contaminated muck.

Coupled with this exciting, thrill-a-minute gameplay is a natty little computerised display at the bottom of the screen showing pass keys held, remaining ammunition, score and heart rate. The slower your heart rate, the more danger you're in. Heart rate stops, you're dead.

Denizen is certainly on the tasty side. Sadly the gameplay's just a bit on the tedious side. You'd think that there's so much going on that there'd hardly be a second to breathe. Not true. Your little man ("well he can't walk very fast can he, not in that space suit") trundles around very slowly. The grizzly flies on level one, the ghastly plant-like things on level two and the radioactive blurgs on level three don't seem terribly worried about going for your guts, they'll happily meander around the place, and if they happen to bump into you, all well and good.

Add to this the fact that your remarkable, 'state of the art' self loading rifle acts in the manner of an aerosol gun, two slow puffs and off goes yer fly, and you'll find yourself with a game that looks remarkably pretty but is actually not dreadfully exciting to play.

Denizen isn't up to **Joe Blade** standard. It looks remarkably pretty, but the gameplay lags behind. Still, if you've got the patience to keep at it, you may find it rewarding. Me, I got fed up when my lifeform gets terminated for no apparent reason■

FAXBOX

Some toothsome graphics but rather dull gameplay. Still, OK for the price

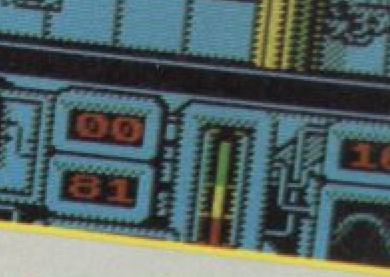
DENIZEN
Label: Players
Author: Paul Griffiths
Price: £1.99
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★☆☆
★★★☆☆







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KEMPSTON

TWILIGHT

DAN DARE

ARCADE Label: **Ricochet** Author: **Gang of Five** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Atmospheric colourful arcade adventure that really brings the term 'Computer Comic' to its true meaning A wise choice for re-releases on the part of Ricochet

He of the oversized-pea for a head has a bit of a cheek, don't you think? You've just got your feet up in front of the telly, when all of a sudden the Mekon interrupts to tell you he's going to blow up the Earth with a whopping great asteroid. You, being the mucho macho kinda guy that you are, have set off to the asteroid in question to see if you can't find a way to blow it up. When you land on the ever-so-large lump of lethal rock, you discover that you have to find five parts of a Self-Destruct mechanism in order to destroy the thing.

The graphics for Dan Dare have been very well reproduced from the comic in this not-so-old Virgin game. A particularly nice touch are the little captions that appear in the corners of the screen whenever anygthing of significance happens. The game is certainly hard, but not overly so, just hard enough to make you go, 'give us anovver go'. It is set over a large number of colourful platform screens, divided into 5 levels, all of which are populated by lots of green trees (the Mekon's henchmen), who chase you and drain your energy.



Dan Dare received a Classic first time around, and I would give it one now, if I were allowed. It's cheap, colourful, very playable and more importantly, fun.■

★★★★★ ★★★★★ **10**

BRAINSTORM

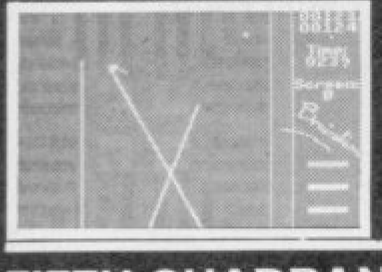
ARCADE Label: **Firebird** Author: **Steve Cooke** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

One of those 'lusty graphics and gameplay' type budget games

Doff by Tau Ceti programmer Pete Cooke on a wet Tuesday afternoon, one assumes, Brainstorm is a combination of quick reactions and forward planning which is well worth a look.

The screen is divided into coloured blocks, and around it bounces a little white ball. At the bottom of the screen are three line-projectros. Select one from the menu on the right of the screen, move your pointer to the playing area, and press fire to project a line on to the screen.

The aim is to pen the bouncing ball within the impenetrable lines. The trick is to pen it in over the red-coloured areas of the screen, where the ball will score you points until the timer runs out. but other colours will lose you points, so a cool hand and a quick eye are demanded.



With 26 screens of increasing to complete, Brainstorm is a lot more fun than it looks and should be on your shopping list■

★★★★☆ ★★★★☆ **8**

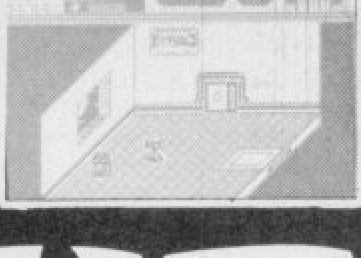
FIFTH QUADRANT

ARCADE Label: **Ricochet** Author: **in-house** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Tedious 3D arcade adventure with little or no playability

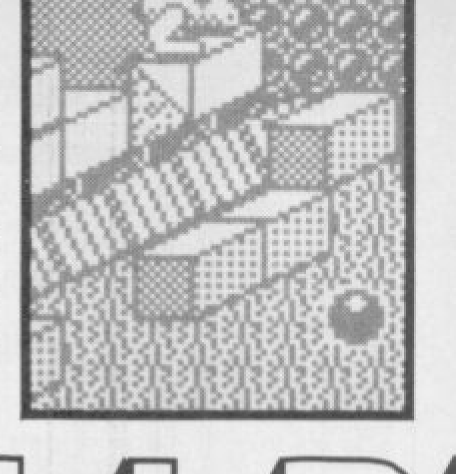
Who'd be a person called Bodd? I'll tell you who. One of the 4 heroes in the old Bubble Bus title, 5th Quadrant. You play the 4 robots who have been given the task of re-programming a few computers on a spaceship that has been taken over by a lot of nasties who in turn have re-re-programmed the same items.

Confusing? Not half as confusing as the gameplay. Your sprite looks like a pepperpot with no face, so you can't tell which way he's pointing. Also, you don't seem to be able to fire straight at the very-fast-to-appear-but-very-slow-to-die nasties that come at you with a glitch and a smile. The graphics are plain, sound even plainer and altogether, not my choice for the prestigious cheapo of the month, award■



★☆☆☆☆ ★☆☆☆☆ **2**

ZONE



You'd think that the software industry would be fed up with **Breakout** by now. You know what I mean, all these games involving you controlling a bat which is used to knock a ball into some bricks to destroy them. No matter what the plot it, no matter what the name is, they almost always look the same. I say almost, for yes, there is one that is different. **Ballbreaker,** from

BALLBR

CRL, was to rewrite history with its revolutionary 3-D view and added extras. **Ballbreaker 2** is the sequel. Frankly I think it's not so much a sequel, but more a continuation.

The game is played in a series of courts, all viewed in pseudo 3-D, with the nearest edge of the court parallel with the bottom of the screen. No time for fancy isometric stuff here. The bricks are piled as an upright wall at the left edge of the court, and your bat is positioned right at the opposite edge (that's the right edge, you may be pleased to know), and is right on the edge of a very long drop, which will be the fate of the ball if you aren't quick enough.

The ball then drops on to the screen from somewhere above

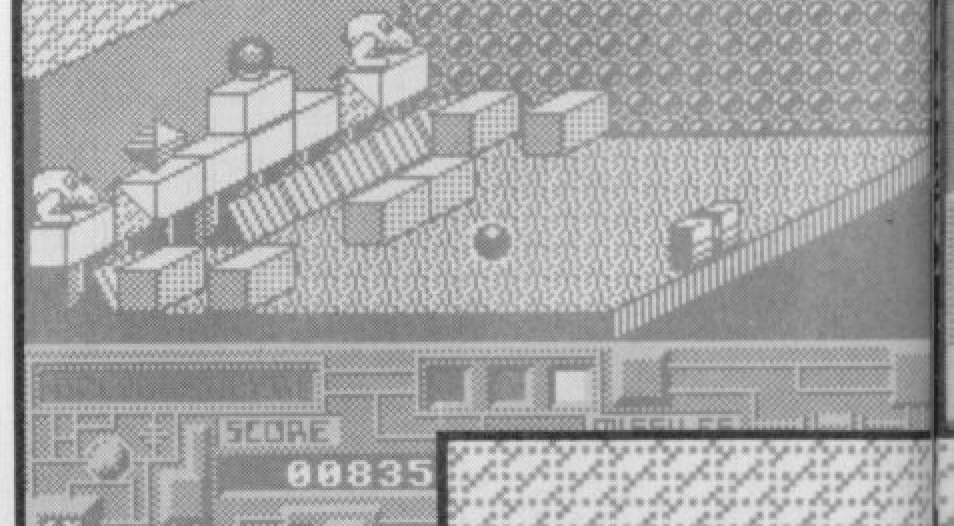
FAXBOX

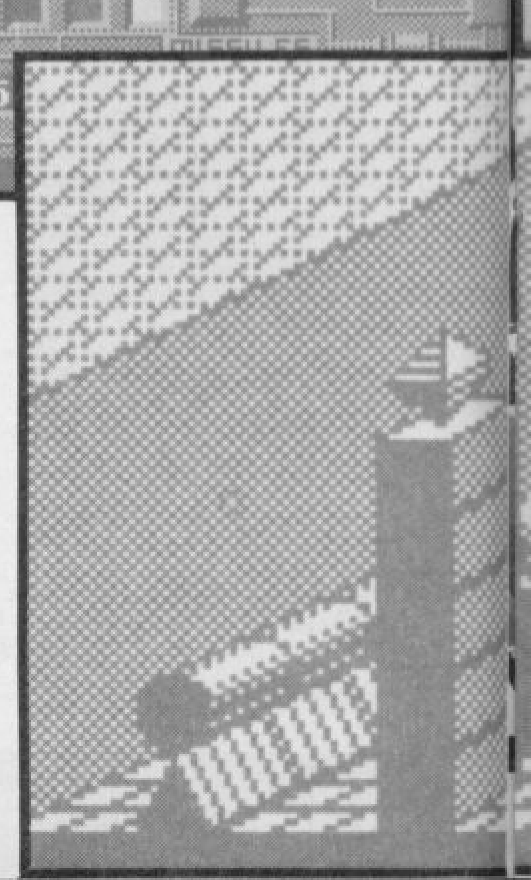
An old idea with a fresh twist of lemon. Nice but a lot like Volume 1.

BALLBREAKER 2
Label: CRL
Author: The Zen Room
Price: £8.95
Memory: 48K/128K
Joystick: various

Tony Dillon

★★★★☆ ★★★★☆ **8**





and bounces quite realistically. Note. This is the only time that the ball leaves the floor. Now, the more intelligent of you might be thinking to yourself, "Wait a mo. A moment ago this Dillon chap said the bricks are piled upwards. If the ball doesn't leave the ground, how are you meant to get the high up bricks?"

As you bounce the ball around the screen it will hit a brick or two naturally. That brick then disappears and, here's the clever bit, all the bricks above it fall down. So, a pile of 4 bricks

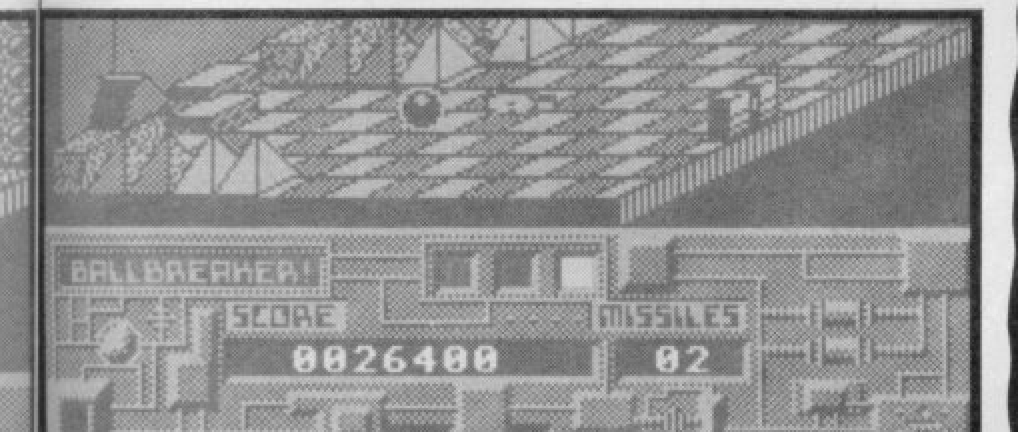
ARCADE REVIEW

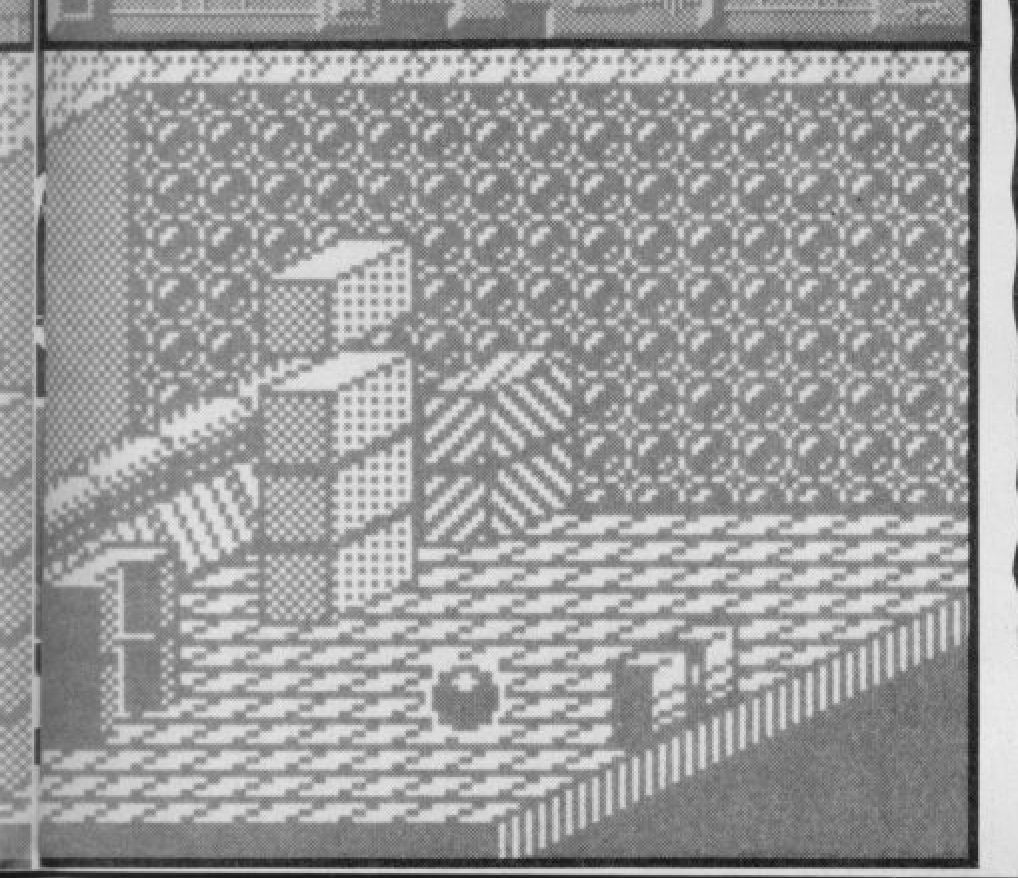
would be reduced to 3. Now, with that thought in mind, and the fact that there are only about 20 bricks on any one screen, doesn't it sound easy? Yes, Tony. But a disease remains. One that has lasted all eternity. It is, The Last Brick syndrome. You know, when you've cleared the whole screen but one brick is left, and you spend ages trying to get at it, but you can't hit it, and you go

REAKER 2

to your Doctor, but he/she can't prescribe anything, and you go slowly mad? **Ballbreaker 2** has that problem, but it also has a cure. You are armed with a small number of missiles which you can use to shoot the bricks. And everything else that emerges as gameplay progresses like the little monsters that hide on the top of bricks and then rush at you when you knock the bricks out.

The game isn't too hard, once you've got the hang of it. The 3-D effect can be confusing at first but perseverance soon pays off. A nice idea very well implemented, though if you have the first one, I wouldn't advise you to buy it■





TWILIGHT ZONE

STARQUAKE

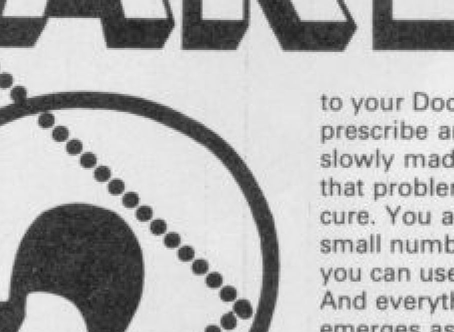
A complex and enjoyable arcade-adventure ideal for mapping freaks

ARCADE Label: **Ricochet** Author: **Stephen Crowe** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

This re-release of a BubbleBus oldie is well deserved. Starquake **is one of the most enjoyable and well-designed collect-the-objects-and-zap-the-nasties titles. You control BLOB – Bio-Logically Operated Being – through a complex of caverns, in search of the components of a planetary core, which are needed to stop it from exploding.**

There are flying platforms which help you to speed through some of the more slimy and fast moving baddies, and a transporter network which will allow you to access other to otherwise hidden parts of the cave complex. Unfortunately, the packaging for the review copy omits to mention any of this - it just gives you the control keys and tells you to get on with it. This is either a printing error or an indication of great faith in the ability of Mastertronic's customers to puzzle out how to play the game.

Nice graphics, plenty of challenge and a great bargain. Buy■



★★★★☆ 8

10 GREAT GAMES

Excellent compilation which would be a great Christmas present, but don't wait that long

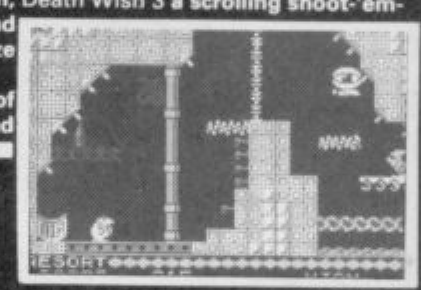
COMPILATION Label: **Gremlin Graphics** Author: **various** Price: **£9.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

Lousy title, great compilation. 10 Great Games II **is a selection of largely well-known titles including platforms-and-ladders, shoot-'em-up and strategic games.**

Coconut Capers, Basil the Great Mouse Detective, Thing Bounces Back **and** Auf Weidersehen Monty **are all p&l's;** Basil **being a particularly nice-looking one.** Samurai Trilogy **is a largely unremarkable chop'n'slash epic;** MASK **the game of the toys, a search-and-destroy scenario.** Convoy Raider **is a fair seaborne simulation,** Death Wish 3 **a scrolling shoot-'em-up, and the two fillers,** The Duct **and** Final Matrix, **are respectively a maze game and a Tempest variant.**

Excellent value, then, if some of the better titles haven't yet found their way into your own collection■

★★★★☆ 8

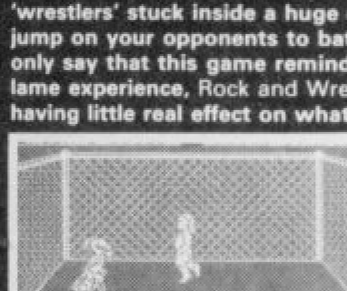


CAGE MATCH

ARCADE Label: **Mastertronic** Author: **Icon Design** Price: **£2.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony "Not very easily impressed" Dillon**

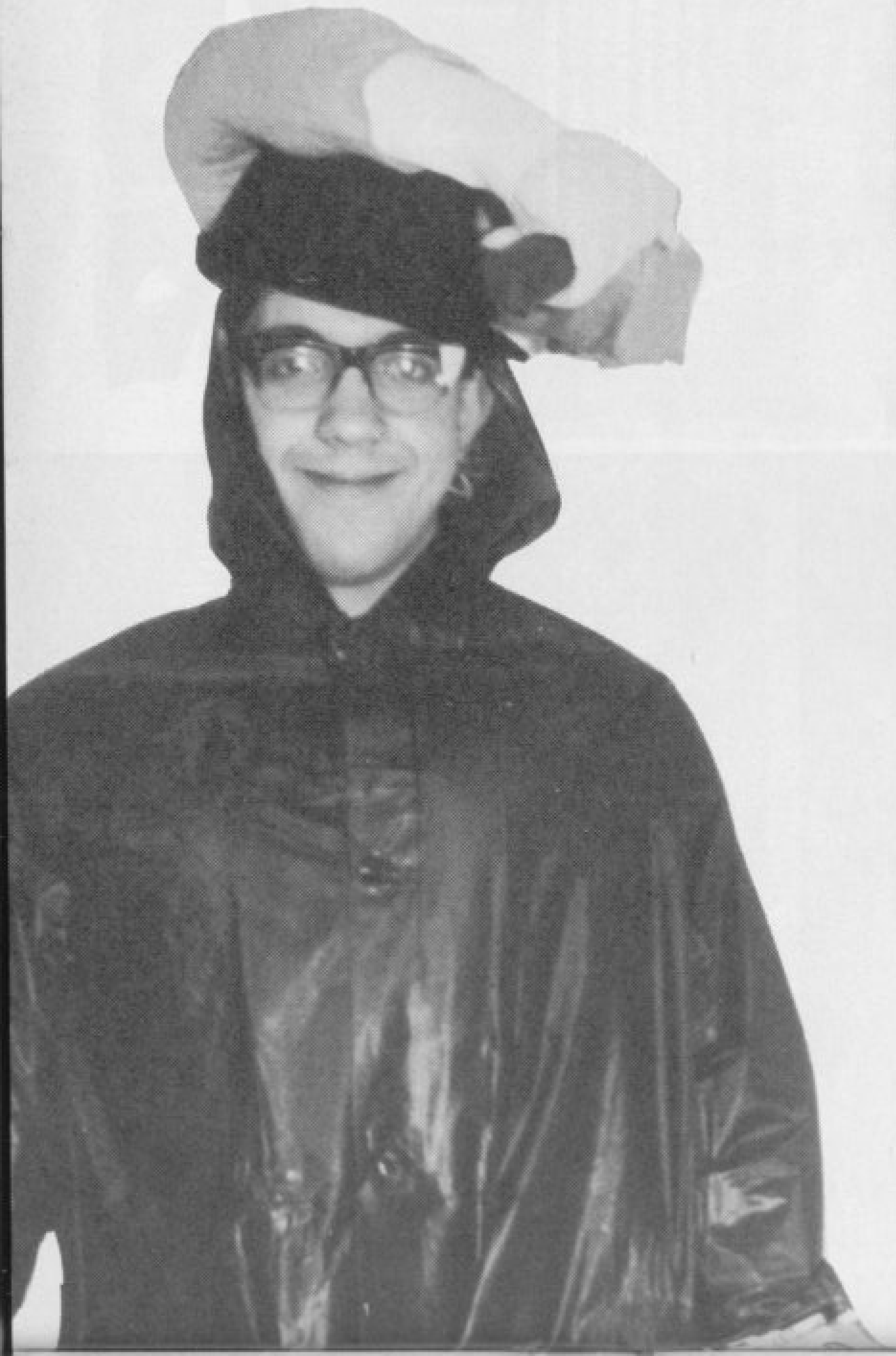
A lame game with lame graphics and the lamest playability seen since the last really lame game

As you might have guessed, I have a new word. Lame. Meaning anything naff or generally useless. This game fits it perfectly. Billed as a 'future sports simulation', you play one of seven 'wrestlers' stuck inside a huge cage. You have to punch, kick, slap and jump on your opponents to batter their energy to a minus state. I can only say that this game reminds me of nothing so much as that other lame experience, Rock and Wrestle. **The controls are pretty ineffective, having little real effect on what is going on. The graphics are poor and the animation is slow and jerky. The sound is pretty limited too. Is there anything good I can say about this game, I ask myself? Well, it does have a two player feature, but are there two people who want to play it?■**



★☆☆☆☆ 2

Are You (Or Are You Not) a Super Zapper? Eh?



DRONGO

In the words of the song, you've either got, or you haven't got, style. It's no good hoping to earn the respect of your games-playing peers if you look like a total pinhead when you hit the streets. Are you an ace games player? Do you groove to the hippest sounds? Do you know your Fiorucci from your Fettucini? All these are questions which can be answered by the most cursory glance. So see which category you fall into! Hip-Cat or Complete-Drongo.

HEAD

● Normally covered by a **kagoule** or **anorak** hood. For real super-nerds, an, **"I'm a Humphrey Heffalump,"** hat with realistic trunk is compulsory. Baseball caps worn backwards, once the mark of terminal stupidity, are now for some reason surprisingly trendy, and so should be avoided.

EYES

● NHS **spectacles** held together with Elastoplast, or, in the sunlight, Woolworth's **Break-e-ezee** plastic sunglasses. Eyes are red and bleary from too many late nights failing to complete **The Hobbit.**

CHIN

● Weak and spotty, if not totally absent. Normally covered with **Marmite,** bits of **Heinz Space Invaders Spaghetti** and sherbet.

ARMS

● Picking up a joystick one-handed is a major effort for these beanpoles. Actually moving it around requires a two-day recovery period afterwards.

HANDS

● Covered in biro'd hints for tomorrow's chemistry test, with nails chewed to the bone and covered in cuts as a result of trying to eat with a knife and fork. Not the hands of a games-playing dynamo.

● **Cheepietronix** joystick from local market stall. "Nah, guv, nobody uses a fire button these days."

TORSO

HEAD

● **Something functional but essentially trendy.** Lazer Tag **helmet (worn even in the shower) or miniature FM radio constantly tuned to hip-hop channel.**

● **Dreadlock haircut by** Antenna **(check with Mum on this one).**

EYES

● **Protected from monitor glare by tinted goggles during the day.** Ray Bans **at night. Both eyes should be the same colour, and should point in the same direction, except when playing** Predator**. Piercing and clear despite many late nights, because he doesn't get up until 12.30**

CHIN

● **Strong, clean and determined. This is a chin which could serve as a spare for** Judge Dredd**. Can also be used to balance Big Macs on while playing, but should not be left strewn with crumbs.**

SHOULDERS

● **Free of all powdery incrustations. "I didn't know you had dandruff!" – "I did – but I burned it off with a flamethrower."**

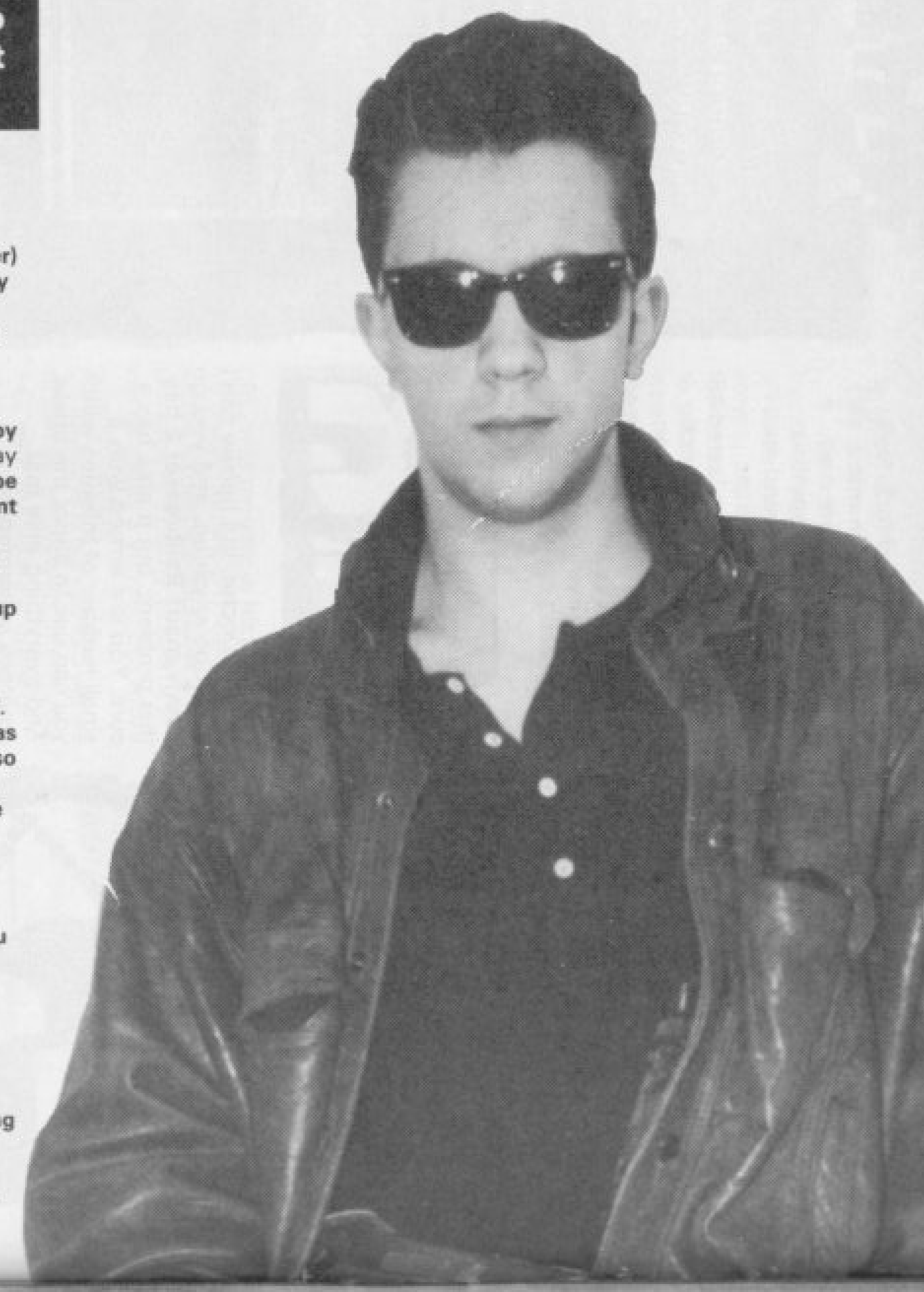
ARMS

● **Powerful and muscular, developed by hours of destroying joysticks playing sports simulations, and twisting steel girders into decorative patterns.**

HANDS

● **The hands of an artist. Fingernails neatly trimmed.**

HIP CAT




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Poster No 13 *May*

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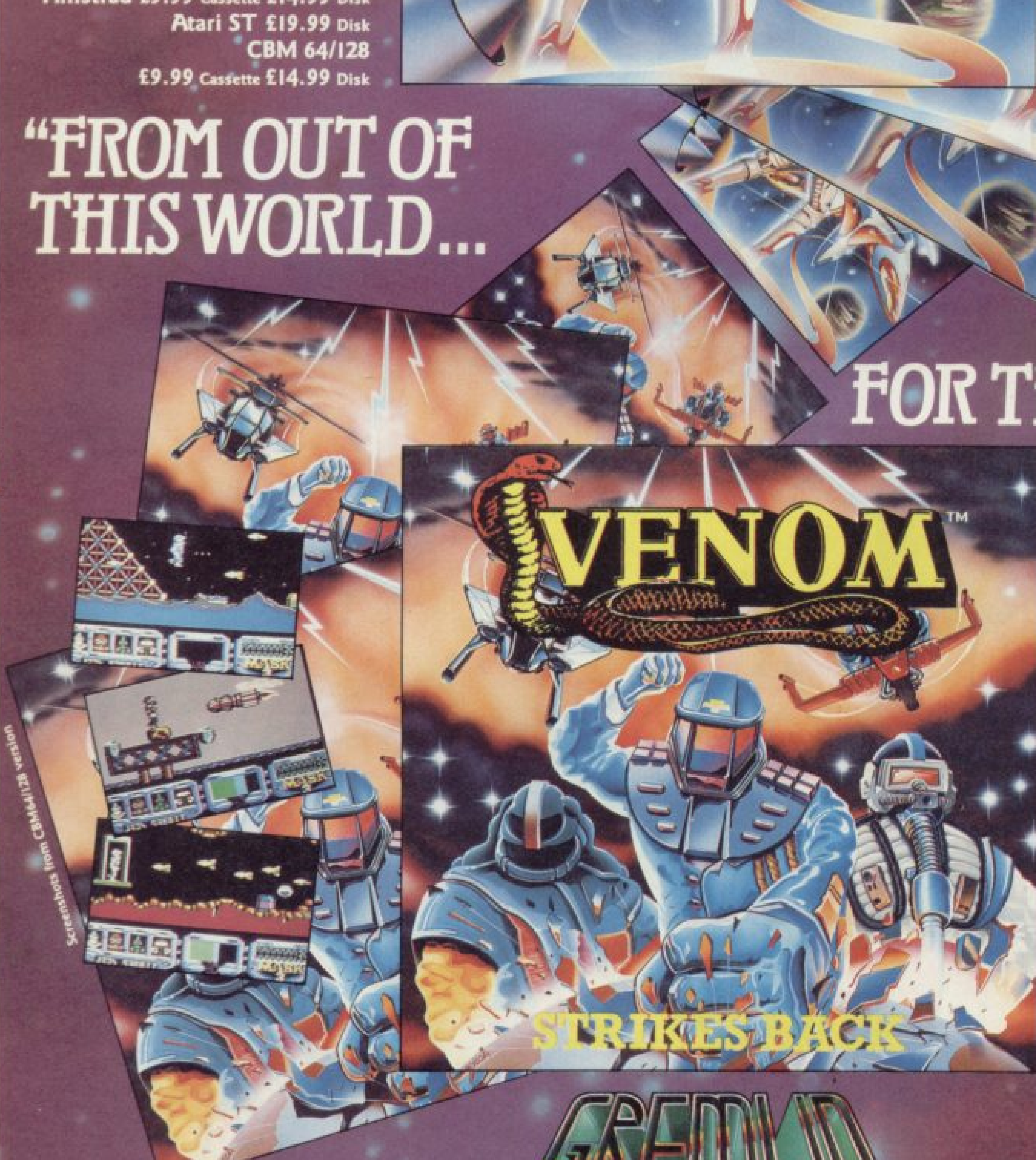
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Screenshots from Amstrad version.

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Screenshots from CBM64/128 version

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Marks & Spencer's bri-nylon drip dry shirt or **Kylie Minogue** T-shirt, and thermal vest.

● In pockets: string, bubble-gum wrappers, **C&VG** fluff, **Aquarium and Tropical Newt Bulletin**, packet of **Cheesy Wotsits**, spiral-bound notebook for recording average rainfall patterns, copy of **Wibbly and the Weebles** (£1.99 budget game rated 0/10 by SU), more fluff.

LEGS

● Cords or purple **flares** left over from 1972. "Any second now these will be back in fashion," as he's been saying since 1973.

● Legs spindly and atrophied from too many hours spend slumped in front of the TV watching *Going Live!* (Drongo is in love with Sarah Greene).

FEET

● Extremely tatty **trainers** or scuffed Clark's **Wildebeests** – the ones with the footprints of seventeen extinct species on the sole and a compass in the heel. Yellow **knee-length socks.**

● **Calfskin joystick-glove with trigger-finger padding by** LePonce. Mr Wobbly **Customised joystick with monogrammed gold initials.**

● **Swiss diver's watch (waterproof to 200 fet – how do they *know*?) with microsecond stopwatch facility for recording amazingly fast gameplay.**

TORSO

● **Leather jacket over artfully ripped** Mad House **T-shirt. Selection of Soviet Union** enamel badges **bearing slogans translating as, "Wheat is Incredible," or "I Love Tractors."**

● **Spare shades tucked in breast pocket.**

● **Rolled-up copy of SU (hot off the presses – it pays to subscribe) tucked in inside pocket. Also tucked away, folding stereo headphones for pretending you're listening to** House House House **by** Housemaster House **when people want to ask you the secret of your success.**

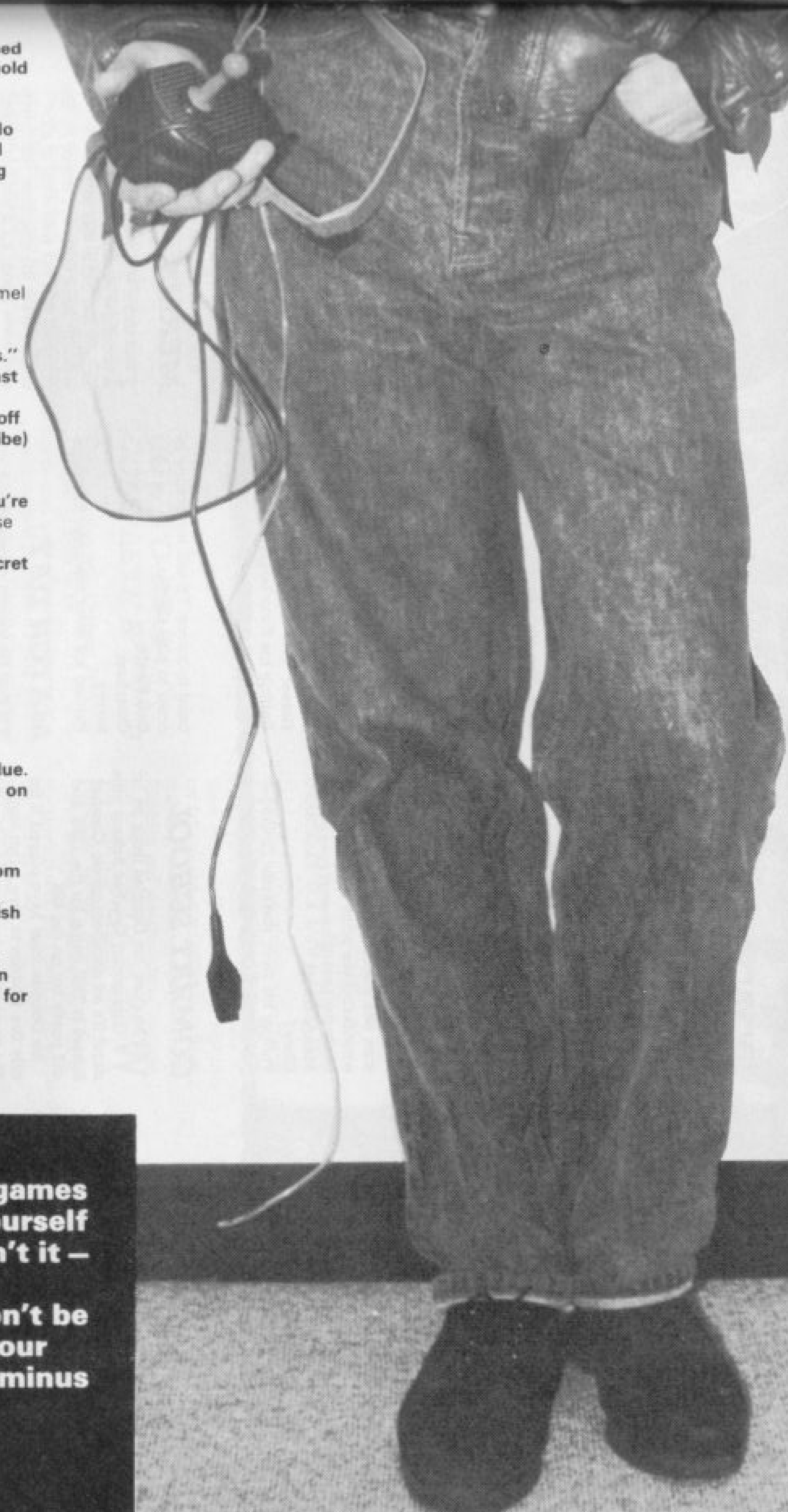
● Filofax **bulging with phone numbers of foxy chicks, and special insert for recording incredible high scores.**

LEGS

● **SU Kamikaze Bear** boxer shorts **(limited edition) under jeans so tight your feet turn blue. Legs are usually seen propped on tables for maximum effect.**

FEET

● **Shiny pointy black shooz from** Italy **via, "this shop I go to in Knightsbridge," (probably British Home Stores). Completely unscuffed since Mr Cool never walks – if the** Lamborghini **is in the garage, it's the No. 30 bus for him.**



That's it – the definitive guide to games playing coolness. Now look at yourself – yes, that's right, disgusting isn't it – and promise that you'll pull yourself together in future. Otherwise you won't be allowed to read SU any more, and your hipness rating will finally plunge into minus figures.

IF you reckon we're talking rubbish don't just stand there . . .

Tell us what you think.

Stick your comments on paper, fill in and cut out the coupon below and send it in . . .

And if you don't send us your picture – the sillier the better – we'll have to print a picture of a slug

TONY



CHAOS

Of all the many games I have bought in my time **Chaos** is easily the most popular. Why?

Well, firstly because the game is quite original, no coin-op conversion here. Secondly, the playability is infinite. Since I've had it I must have loaded it up a thousand times. Next, the variety is excellent, fifty spells to summon and attack your fellow wizards with. And finally, the pace is fast from start to finish, which certainly makes it different from other wargames.

So where's the Classic? In my mind, 8 stars was not enough, especially considering the price of £1.99. **Chaos** easily the best value ever

Martin Dodd
Clwyd
Putting his fiver towards: Driller.

DRILLER

While the rest of the world goes cmpletely mad with excitement over **Driller,** you only give it nine stars. WHY? Beyond reasonable doubt, it has the best graphics of any Spectrum game to date. It deserves ten stars and a Classic.

There's so much to do in it, simply exploring each section is a game in itself. The addictiveness factor goes right off the scale! It may be expensive, but compare it to other games of the same price, and **Driller** emerges as the clear winner.

Driller is the real game of the century. Freescape (the technique used) is the most exciting thing ever to happen to the Spectrum. Well done Incentive!

Richard Gunn
Poole
Dorset
Putting his fiver towards: Knightmare

JIM



COMBAT SCHOOL

Who does Jim Douglas think he is? Only giving **Combat School** nine stars? It's an excellent game. **Combat School** is THE game for the 128K and still pretty hot on the 48K.

Jim Douglas must have played if for only five minutes to give it that mark. The graphics are in a class of their own, and the music on the 128K is unbelievable. The Government should bring back hanging for people like Jim.

If there is anyone out there without this amazing game, get out there and buy it now. If you don't, you'll regret it for the rest of your life.

Stephen Carter
Higher Blackley
Putting his fiver towards: Flying Shark

● ***Jim says: Good grief! I gave the flaming thing 9 stars! Some people are never satisfied. I don't know . . .***

GRYZOR

Gryzor is absolutely excellent. Well worth a Classic, but you only gave it nine stars. What!!!?? Shock, horror). Jim Douglas must have been threatened into giving it a bad review. A Classic is meant to mean 'The best program of its type we've seen to date.' I've never even seen a game of the **Gryzor** Level 2 type anywhere. It's like a whole new trend in games. I'd sell my granny in order to play **Gryzor.**

Neil Keefe
Caterham
Surrey
Putting his fiver towards: Ramparts

MATCH DAY

Wot! No violent massacres of helpless four-headed Swedish mangoes, no biting off the noses of Gordon Gopher look-alikes and no stangling of giant, joystick wielding, African speaking, a lot of apricot slices, just a bunch of skinny, semi-naked plonkers legging it around a pitch playing the mind-bogglingly complicated game of soccer.

Match Day II is, in a word, such a pile of semi-digested flesh and drivel that I flinch at the thought of playing this programming monstrosity. How Jan Ritman and Bernie Drummond managed to come up with such trash totally contrafibularitates me. After such excellent hits as **Head Over Heels** and **Batman,** these mega-programmers should have done better.

The graphics are chronic, the gameplay is chronic – people, do not buy this game, simply because of the excellence of the first **Match Day** game. 7 stars, bah!!!@?!

A J Hemic
Lancashire
Putting his fiver towards: Garfield

● ***Look I didn't even write this one Christina Erskine did. But she'd probably say that all Spectrum football games are crud and MD II is the least worst.***

MERLIN

I feel that it is my duty to complain about the review you gave **Merlin.** I thought the game was utter !!*? I wouldn't have given it 1 out of 10. The program was not well done at all, neither were the graphics, which you said were good. It's a terrible game, please do not do this to your readers again.

Gerrard Kennedy
London
Putting his fiver towards: Didn't say

3D GAME MAKER

How could you give **3D Game Maker** only six stars, I do not know. Nobody gave **The Quill** only six stars because graphics weren't available at first!!

The big mistake you made in your review was about enjoyment. The program is meant for fun, not especially designing games for the market. You cannot hope to design a program like **Head Over Heels** or **Batman,** so why grumble? I used **The Quill** for mini-adventures, as 90% of people did, so I shall use the **3D Game Maker** for the same thing.

Come on, ten stars for the first isometric designing program. And for only £9! **The Quill** was originally £15! I expect you'll complain about the price being £9 not budget price, just because you can't manipulate objects!!!

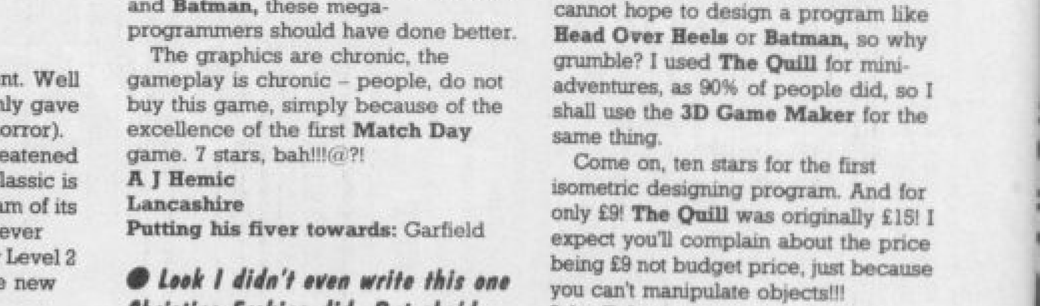
John Tabraham
Prescot
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Putting his fiver towards: Knightmare

IMPORTANT NOTICE

SU CUTS WRITE STUFF PAYMENTS SHOCK

It's true, from now on all Write Stuff entries will be paid only five pounds instead of ten. "Meanies" you cry. Not so, nor will we spend the money we save on holidays in exotic climes. We did it for you. (Cries of "Lies" "Cheats")

The point is we were getting so many Write Stuff entries the chance of any particular person ever getting their opinion printed was getting about one in a hundred. By cutting the cash to a (still generous) fiver we hope to separate those who have a real opinion to express from the plain greedy and give the former more chance to get printed. Hope you agree.



The WRITE STUFF?!

GRAHAM GARFIELD

Graham Taylor, what are you thinking about? You gave **Garfield** (yes, **Garfield**) 10 stars. How can you give such an incredibly boring game 10 stars?

Yes, the graphics are some of the best that I've seen on the computer, but the gameplay is sadly lacking. The sound is pretty naff too, when **Garfield** walks anywhere there is an awful slushing sound. Yes, Odie the dog and **Garfield** are well animated, but there's just no fun in the game, which you'd certainly expect if you've read the cartoon.

The idea of the game to to rescue Arlene, your girlfriend, from the pound, but half the time you haven't a clue what you're doing because the game is so vague. It deserves 5 stars for effort and graphics, but nothing for enjoyment.

Stephen Crawford
Co Antrim
Putting his fiver towards: Inside Outing

DARK SCEPTRE

"... zzzzz. Has it loaded yet?" Look, apart from taking far too long to load, this game is just plain dull. Most of the commands are just not necessary. I mean, what's the difference between, "Go to Gatoars Fork and Ambuxh the enemy," and, "Defend Gatoar's Fork"? The so-called neutrals, the Greens and the Blues, are instantly enemies, and so for Aurico, well he seems to have coddled off for a quick tea break.

Booooring.

Graham Innocent
Easton on the Hill
Putting his fiver towards ATF

HOW TO BE A COMPLETE B*****D

I totally agree with Graham Taylor's review of **How to be ...** It's an ultra-mega-cool game. He must be really really mean if he thinks it's only worth a feeby seven stars. I think it should have been a Classic, it is just so cool.

Some idiots would class it as disgusting, but I don't. If you want a really funny game, or if you just want the pleasure of covering a Yuppie in toothpaste, oil, and the suchlike, then this is the game for you.

Just a little hint here. If you don't cherish getting throttled, don't show it to your parents.

Bruce Williamson
Shetland Is
Putting his fiver towards: The Magnificent Seven

SUPER STUNTMAN

Hey-hey! What a cool game this is! I'd seen it for myself a week before I read your review, and I'd bought it there and then. I loaded it up, lept into my fab car and sped off into the desert, crashing, and blasting away at BMWs, Porsches and assorted dune buggies. I just love watching the car take off as you travel over the ramp. The explosions are just wild!

I've worked my way through six of the seven levels, but I can't quite get to that elusive finale.

Road Jameson
Cumbria
Putting his fiver towards: Predator





TAMARA

THUNDERCATS

I thought this game could well be nearly as exciting as me. (And SU of course). I slapped it into the old +2 and stood back in amazement. The graphics nearly knocked me out, especially Mumm-Ra and Lion-O Thundercat himself. They're just great.

The title music wasn't bad either, with the cool roll, starting music and good tune when downing the Molemen. Great action and at a fast pace. Overall, bootiful.

Well done Tamara, and well done Elite, GREAT. And doesn't Tamara Howard look like Mumm-Ra?

Richard Gale
Ferrbridge
West Yorkshire
Putting his fiver towards: Out Run

● *Tamara says: Oomph-bleurgh-mmff-ggarch! (Rough translation: Get me out of these bandages!)*

FLYING SHARK

This must surely be the greatest game my +2 has ever stored in its memory bank! It's the ultimate in shoot-'em-ups! It's fast, difficult and has brilliantly detailed graphics. Make sure your joystick is properly plugged in, because it's going to be in for a beating.

This mega-brill game should have got a least a triple Classic. Forget the others and find eight quid now, and if you haven't got the money, stand in Tesco's window advertising fish-fingers for the cash for the cash – it'll be well worth it!!

Matthew Fletcher
Herts
Putting his fiver towards: Super Hang On

MASK II

This is utter trash, find me a hammer, I'm going to bash my brains in.

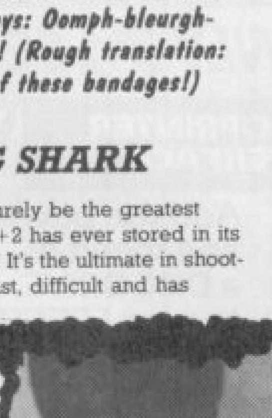
This game is so bad it makes **The Great Space Race** look good. That Tamara Howard needs her head screwing on tight, this game does not deserve 9 stars!!!! The graphics are poor, there is no sound, I find it impossible to swallow how bad the whole thing is! Bring back **The Great Space Race.**

This is by no means a blemish on **MASK**, but if you see **MASK II** in the shops, steer well clear of it. Get me that hammer!

Brian Durrant
Notts
Putting his fiver towards: Gunship

● *No game ever, in the whole world, not even Eastenders can make The Great Space Race look good so wash your mouth out.*

...LO MUM!



THE HORRIBLE TRUTH – WHAT SU READERS REALLY LOOK LIKE!

Every so often – well very often actually – you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're as clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £5 note – or cheque – to put towards the software title of your choice – tell us what you plan to spend the money on if your review is printed.

One special request: we want to know what you look like so send us a picture. Any old picture will do – you at home, in Ibiza, in the garden, even making silly faces in photobooths, we don't care.

So get cracking – write your reviews and send them together with the completed coupon below.

YOUR REVIEWS

Maximum 150 words. No swearing, libel or illegibility and come out of the corner fighting. Don't beat around the bush – tell us straight what you think. Send your review (of any recent game) plus your picture and fill in the coupon. Send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU.

Name ....

Address ....

....

I'm going to put my fiver towards ....

....

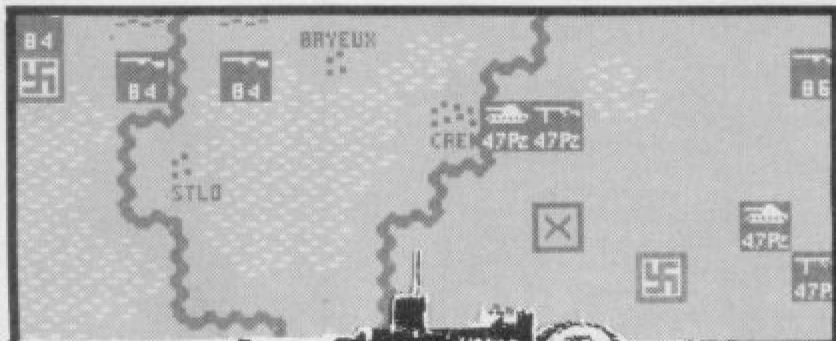
OVERLORD

STRATEGY SIMULATION

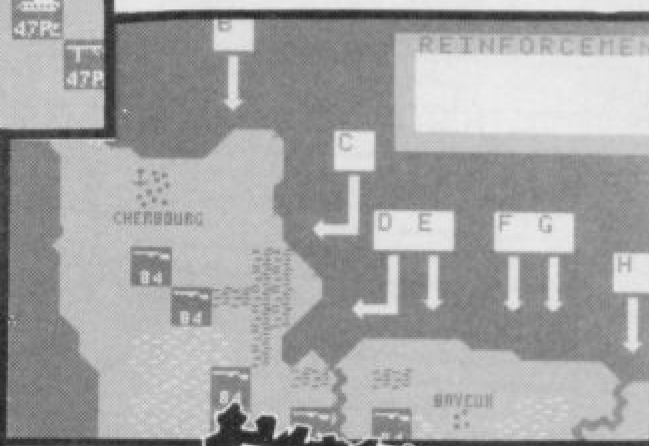
REVIEW

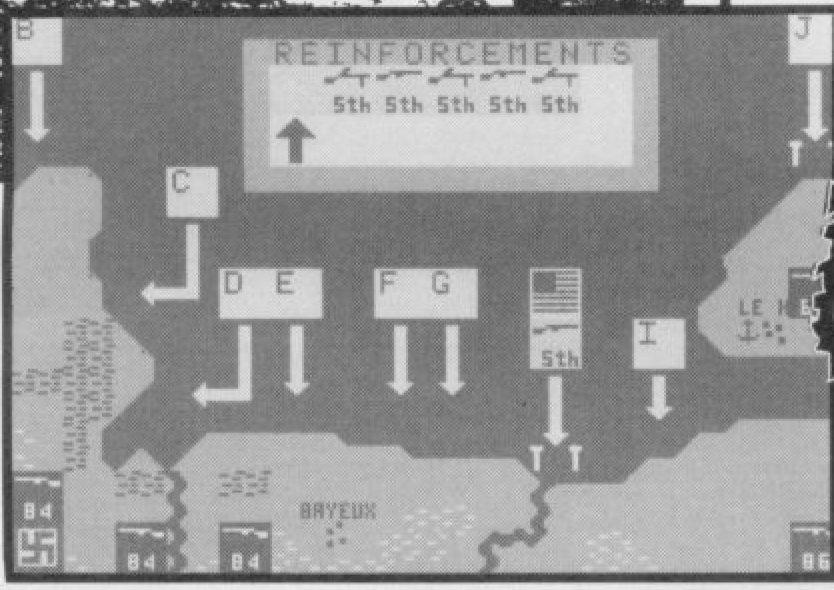
The date is 6th June 1944, the location is the coast of Normandy. In CCS' latest strategy wargame, **Overlord,** you are the commander in charge of the Allied forces about to undertake one of the most historic battles in World War 2 – the invasion of Normandy.

One of the very first decisions









you'll have to take is at what level to play the computer opponent. (Not that it matters at first because whether you choose level one, two or three the computer is likely to hammer you in your very first game). Next, the screen will clear and a map of Normandy will be displayed. This is the playing area and extends to the left and right to display major French cities and rivers. Also placed to the left and right to display types of terrain – an all important factor in the battle ahead. The computer is in command of all German forces – a small amount will be placed in a defensive role on the coastline, and by using the cursor keys you can scroll the screen in all directions to locate the rest. The German force consists of infantry and armoured units and at any point you can identify which is which – German reinforcements further inland cannot always be identified i.e. you know there are some on the way by a small German symbol, but you can't be sure what they are.

Deploying your troops is a simple process. You have access to different units of American, Canadian and British forces and one of the major decisions to be taken will be what to land, and on which beach to land it. Access to all beaches is possible at first, you don't have to follow history at all. Landing troops is simply a process of accessing a division, and then selecting one of 5 beaches by pressing a key from A to E.

Because you have such a wide range of divisions, you also have several airborne units at your disposal – they exist in the US 7th and British 2nd Army. Before any movement takes place, you'll have to decide where to land these units. It's a pretty liberal process provided they land somewhere close to an allied beach.

All action in **Overlord** takes place in 'turns'. The first turn is taken up by positioning of troops and airborne divisions and you cannot move as yet. Once the computer has had its go, control will be passed back to the player and all units will have landed on the beaches. At this point the battle really begins. Orders should now be sent to each of your units, a series of key presses will access each division in turn. You can now order them to move in a specific direction by setting a centre point and left and right flank points. This means that once movement takes place, all units in that specific division will head for the set centre point and follow the flank. Obviously, if you only have one division on the map, it will head solely for the centre point. If two are present they will split up and head one for each flank.

Such orders should be sent to each army that has landed. You will also have to tell the units whether to attack or defend if they meet any German forces whilst on the move. Attack will mean a thrust no matter what the size of the opposition; defend gives you the advantage because allowances are made for what sort of terrain is present; thirdly there's a discretion order where the unit will only attack if profitable.

At this point you can access details of units, the terrain present and can also scan the map for German forces. When in combat their morale acts as an indicator of the units' present strength i.e. if the morale of an attacking unit is lower than that of a defending unit, the attacking unit will come off worse.

The game continues in this manner until either all German units or Allied units are destroyed or until the Allies reach the righthand side of the map and are victorious. Reinforcements for the Allied forces can be landed provided beaches are still in Allied control and new beaches can be used if the player manages to capture the ground.

Overlord is a clever strategy game – the more thought the player puts into new movements, the more progress is made■

FAXBOX

An atmospheric and entertaining game, fans of World War 2 scenarios will love it

OVERLORD
Label: CCS
Author: Ken Wright
Price: £9.95
Memory: 48K/128K
Joystick: none

Reviewer: Jon Riglar

★★★★★★★★★☆ 9







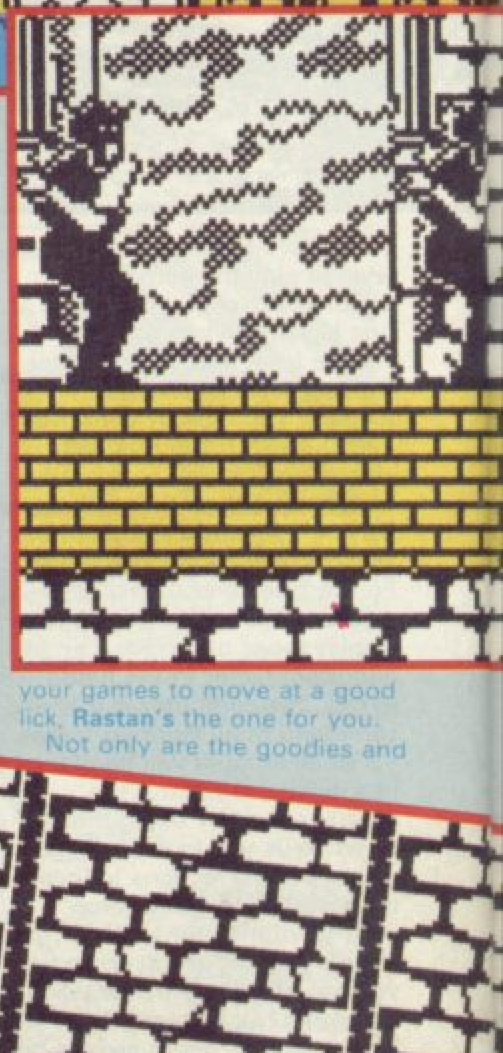
If I see just one more bloke with well-muscled legs and a fur cod-piece I think I'm going to pass out. The office is full of 'em!

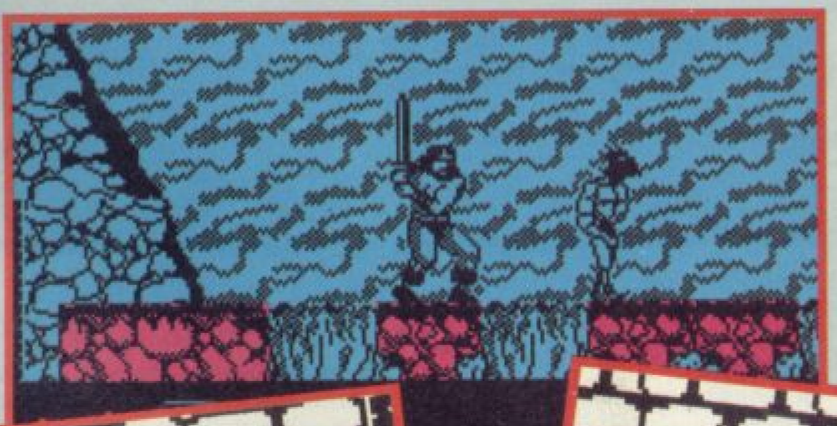
I hasten to add that all the 'hunks' in question are sprites on t'computer. It's becoming very much the norm to come in of a morning and find a new hero on my desk. We've had **Thundercats**, we've had **Flintstones**, we've had **He-Man**. And now we've got **Rastan**.

Yup, deprived of his 'Saga' (it was only ever a B-movies anyway) **Rastan** now comes to our screens in a manly fashion ready to slash and hack his way across landscapes literally pulsating with creepy crawlies of varying sorts. The story-line won't interest you, it's all about lost thrones, evil wizards and absolute power corrupting absolutely, and all the rest of that sort of tosh, but what it all boils down to is that **Rastan** has to confront Karg in the guise of the evil soul-sucking dragon.

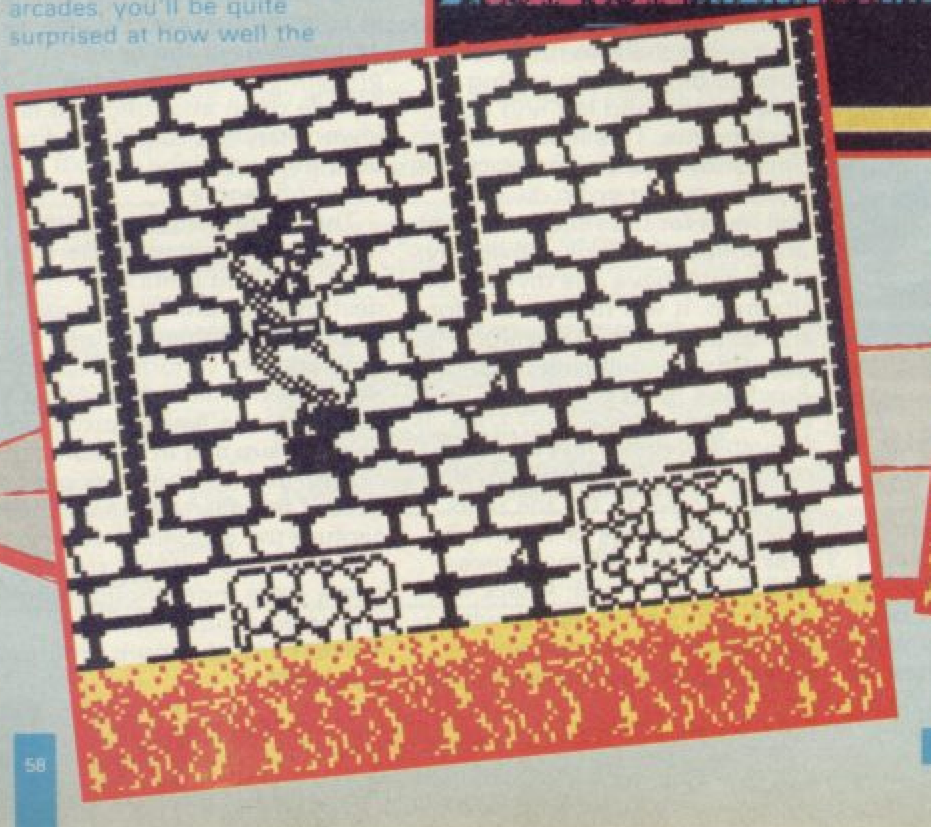
OK, complete twaddle aside, that's the game like? If you've played **Rastan Saga** in the arcades, you'll be quite surprised at how well the conversion has been done. Rastan is nicely animated even down to his characteristic walk, knees firmly together, sword held up and behind him. The ghoulies are all there, the haughty lions stalking back and forth (although sadly without the snakes riding on their backs), the crazed, bone twirling skeletons, and the manic, blood-sucking bats that just want to get into that little crevice under your armpit. All there and nicely detailed.

What is a little disconcerting is the use of monochrome. Attribute clash is avoided, certainly, but this unfortunately leaves open the problem of not being able to see the approaching enemy. And because things move at a phenomenally fast pace (this is a man with a mission and a half, folks) you're more than likely to walk straight up the nearest man-eating bat. Still, if you like your games to move at a good lick, **Rastan's** the one for you.





Not only are the goodies and





the baddies faithful copies of their original counterparts, but the landscapes aren't bad either. Nice lines in rockery, indoor castle scenes and pools of lava and fast-flowing rivers, coupled with some rather nifty flying rocks and swinging ropes make everything suitably atmospheric.

Along the way there are various bonus icons to collect, each lasting a short period of time, giving extra stength, more life or extra swings to your chopper. Look out too for the sword of fire and the very large axe that seems to do an inordinate amount of damage.

I liked **Rastan Saga,** probably mainly because it was the one coin-op in the arcades on which I could be sure of beating the lads. Now, I must confess, I like **Rastan** on the Spectrum. He's big, he's bad, he's got that cod-piece and he's looking good. There are some that think that the game's a trifle 'samey' graphics-wise, but I don't give a tinker's cuss. The action's all there and the gameplay is first class. Now, where's me broadsword and fur boots? I'm off to do some slashing . . .■

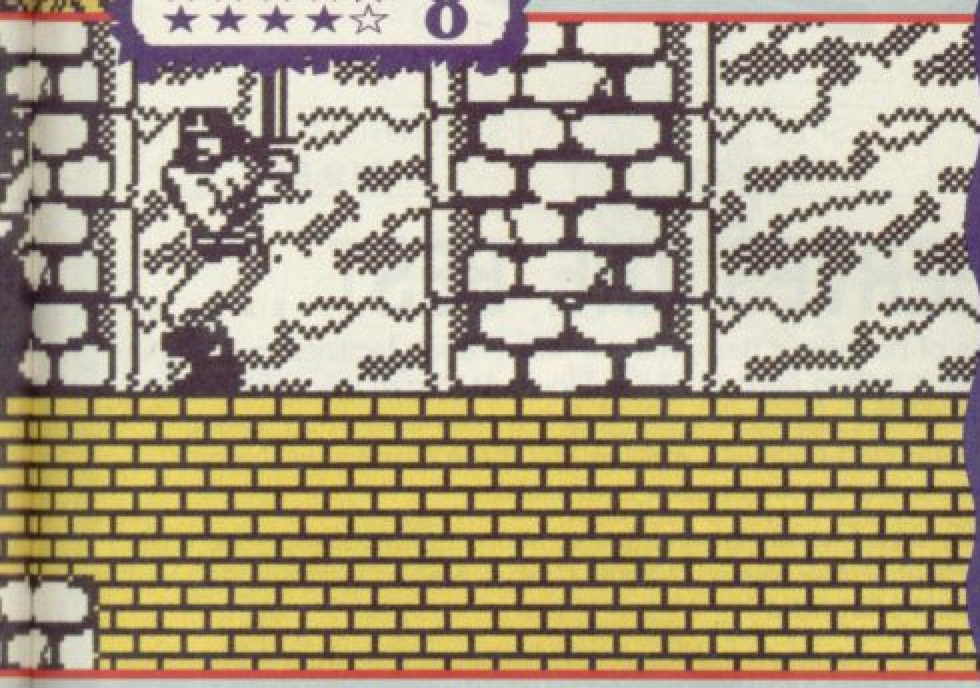
FAXBOX

Impressive conversion of one of my all time favourites. Get out that broadsword and boogie!

RASTAN
Label: Imagine
Author: Icon Design
Price: £7.95
Memory: 48K/128K
Joystick: various

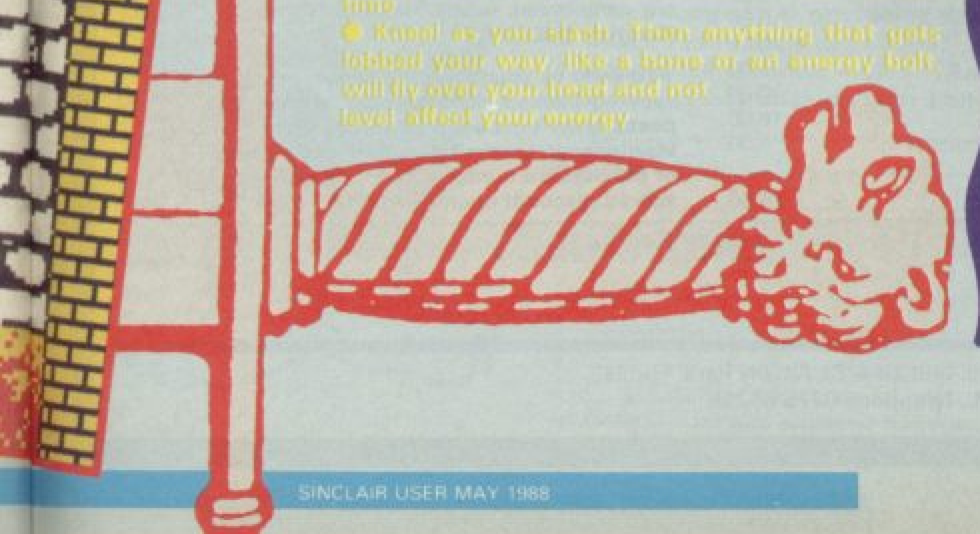
Reviewer: Tamara Howard

★★★★☆ 8



HINTS AND TIPS

- Use that sword! There's nothing out there that wants to stay alive (or undead) for long. Squish those bats!
- When jumping across those irritating pools of lava, make sure you stand close to the edge, the closer the better. Then leap for all you're worth.
- Time your rope swings properly. It's no use just dangling about and jumping off when you get bored. Time it properly and you'll land on a handy piece of rock. Otherwise it's going down time
- Kneel as you slash. Then anything that gets lobbed your way, like a bone or an energy bolt, will fly over you head and not level affect your energy



TWILIGHT ZONE

COUNTDOWN TO DOOM

ADVENTURE Label: **Topologika** PO Box 39, Stilton, Peterborough PE7 3RL Author: **Peter Killworth** Price: **£9.95 (disc only)** Memory: **128K** Joystick: **n/a** Reviewer: **Jim Douglas**

Classic sci-fi adventure, rescued from the endless obscurity of the BBC market. Top notch puzzles and atmosphere

I remember trying to work my way past the blobby monster that breathed electricity, trying to get over the steaming stinky swamp with a view to finally assembling all the necessary bits in order to repair, and fly off in, my broken down space ship.

Countdown has, it should be said, been around for a very long time, and in the wake of games like Jinxter **it can't really be expected to be as smart interpreter-wise. Although you can type in sentences like, "Get the big book", there's no room for the ridiculously convoluted item-handling ("Pick up the blue box and put it into the red one under the table") seen in some of today's games.**

The game has been extended with lots of sci-fi puzzles and although there is only one lateral solution, you can dash off here and there. No graphics at all, but the text is of such a high quality that shouldn't matter a fig■



★★★★☆ 8

DERVISH

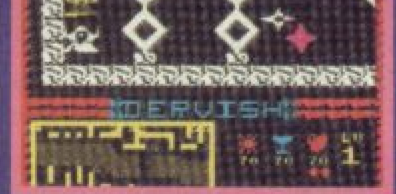
ARCADE Label: **Power House** Author: **John Keneally** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tamara Howard**

Completely incomprehensible and exceedingly dull game which puts you in the shape of a police cone

Transcend the 8 levels of awareness and reach the upward path, a higher level of understanding and fulfilment . . .

This is not a book about an obscure religious sect, but, in fact, it's the synopsis of Dervish. **Dervish requires you to assume the persona of a little spinning man (presumably a 'whirling' dervish) and trundle around the aforementioned 8 levels of awareness, pulping the various demons which inhabit them. The End.**

Oh all right, there's just a little bit more to say about the game, and here it comes. The graphics are nasty and blocky, your character appears to be a spinning police cone with arms, and he's perpetually followed by a nasty yellow jacket, which seems to be some sort of servant. The game seems to have no purpose whatsoever.



The graphics are poor, the gameplay's incomprehensible and I object to being followed by a yellow Mandarin jacket. OK?■

★★☆☆☆ 3

DISPOSABLE HEROES

ARCADE Label: **Power House** Author: **Grant Jaquet** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Graham Taylor**

Uninteresting bounce-round-a-bit graphically ordinary multi-screen thingy. Not a world beater

Ho Humm. The mega-garbage beings are on the rampage again (I think I must have been asleep the first time). It's loony budget software plot time again. In Disposable Heroes, **you play a sort of yellow bird on skis, and bounce around the brain-numbingly repetitive screens seeking out and destroying the garbage beings. Movement is largely by accident, since it is controlled – apart from left and right – only by a series of landing pads scattered around the screens. Hit a red one and you slow down, while others speed you up. Every so often you may get carried up and down between levels via chutes.**

If you manage, after a bit of random bouncing, to find a deadly owl you get to take over his brain. This turns out to be a simple 'Simon' variant it's so easy to as to be laughable. Graphics: uninteresting; gameplay: mostly dull, with occasional moments of near interest; sound: bizz, buzz, nee, nee, tapp. Don't think so really. Disposable■

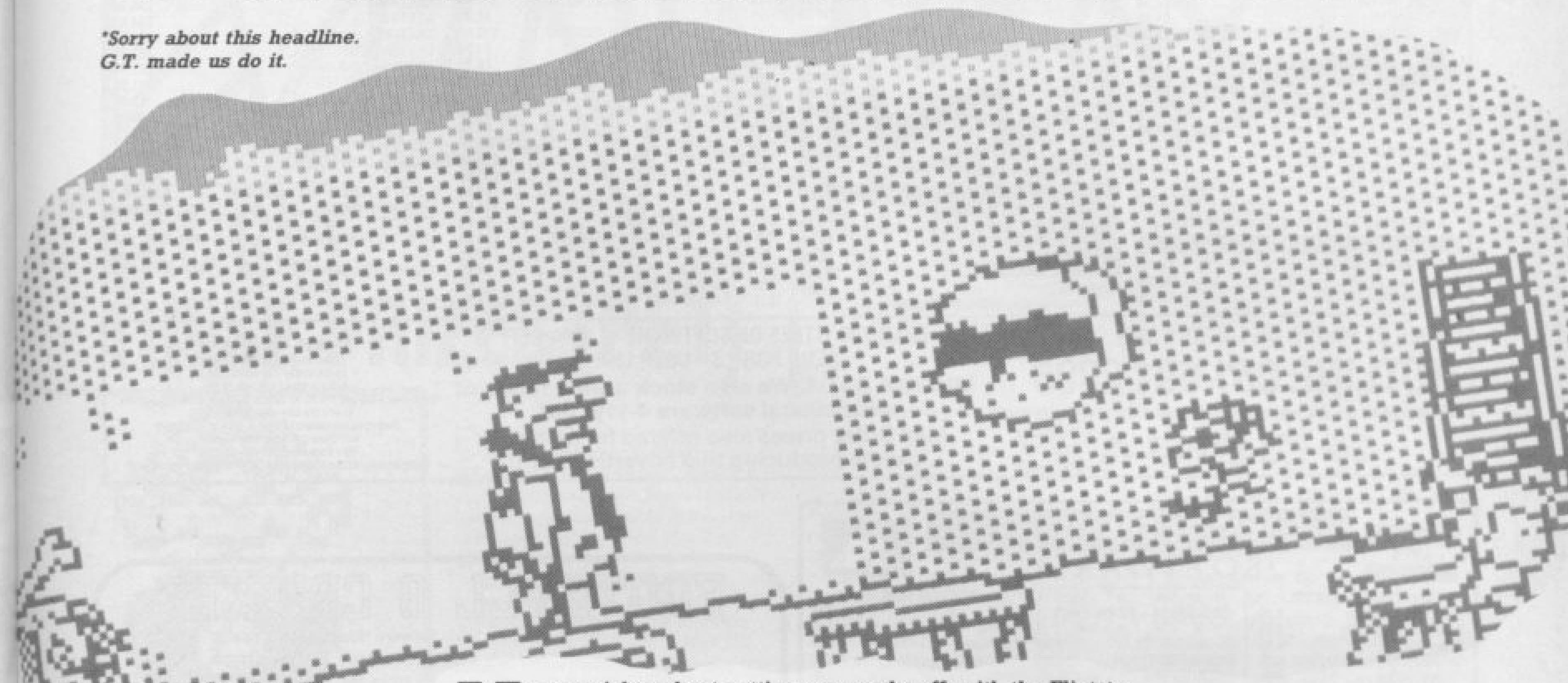


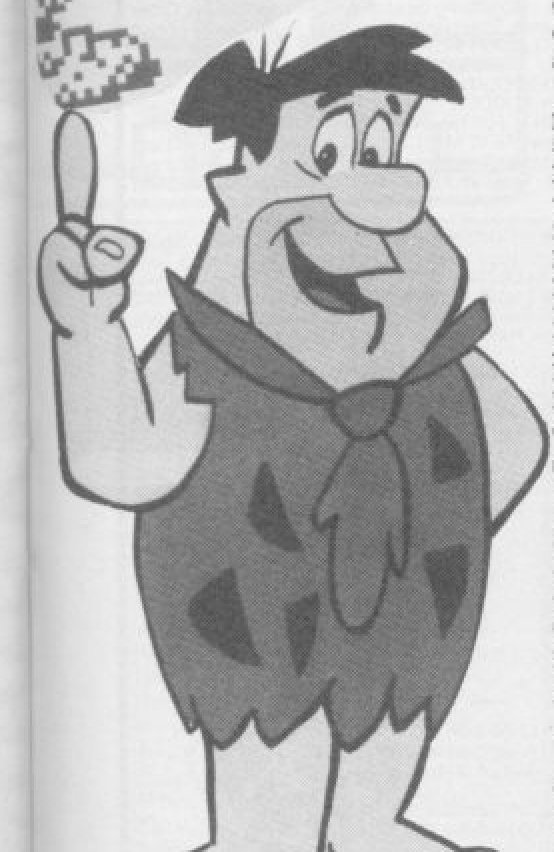
★★☆☆☆ 3

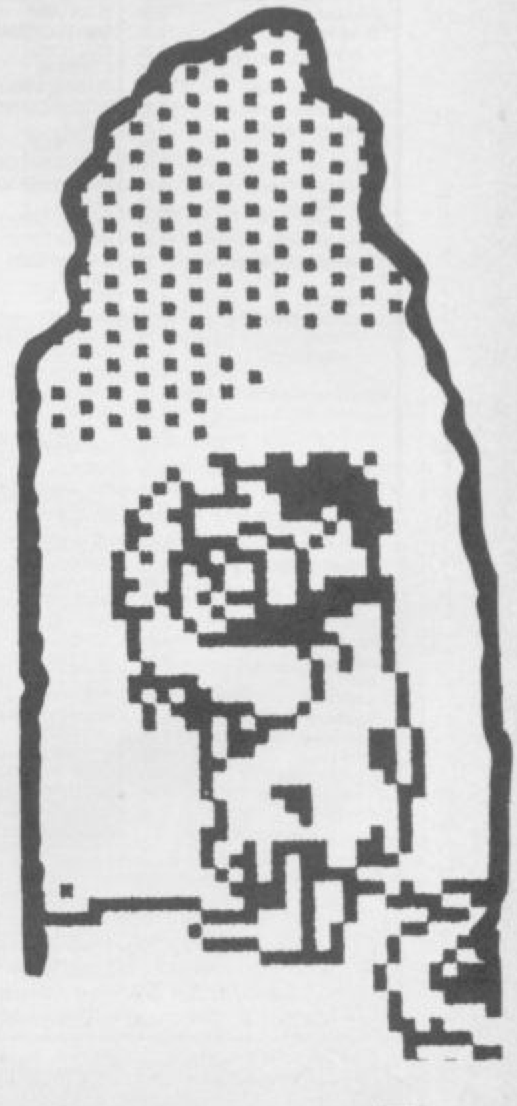
COMPETITION

Yabbadabbadoo!*

**Sorry about this headline. G.T. made us do it.*







No pervy jokes about getting your rocks off, with the Flintstones, but here's a natty little competition featuring Fred, Barney, and the girls.

Grand Slam Entertainments is the company behind The Flintstones **game, and due to its amazing generosity, here we present a competition in which millions upon millions of you will receive absolutely incredible prizes.**

All right, forty-five of you will receive rather nice in actual fact prizes, and they're going to look like this:

5 First prize winners will each take a FABULOUS **Flintstones game, a** BARMY **pair of shorts, and a** VERY NICE INDEED JOHN **Flintstones video.**

20 Second prize winners will each have a copy of the game and at least twenty other people who came third will soon be drinking out of Flintstones mugs. (That's MARVELLOUS **Flintstones mugs, folks).**

How to get the Loot!

Just answer the questions, fill in the form, and send it, together with a large bribe (not really) to: SU Competition Mega Control, 14 Holkham Road, Holkham, Orton, Peterborough PE61 0UF. Closing date is June 2nd.

THE QUESTIONS:

1 What is Barney's wife called?
2 Which company is producing the Flintstones **game?**
3 What's Fred's daughter called?
4 What is the dinosaur called? (And if you get this one wrong you deserve a pointy stick up your bottom).

Name..

Address ....

....

ANSWERS:

1 ....
2 ....
3 ....
4 ....

No EMAP or Grand Slam employees may enter, or we'll club 'em to death.

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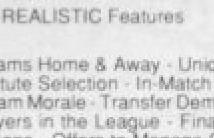
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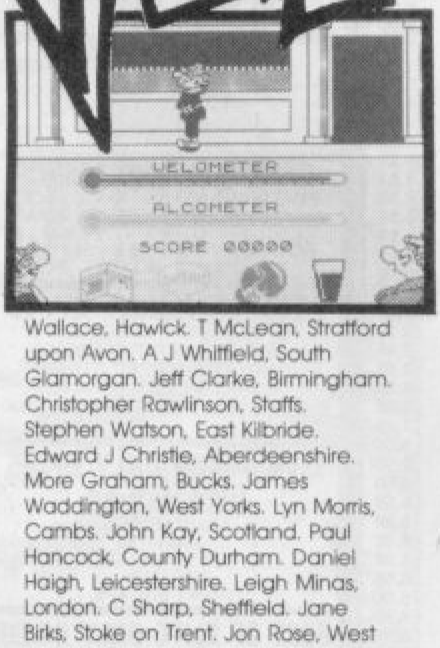
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COMPETITION WINNERS

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Despite the fact that we billed **Andy Capp** as a Northern stereotype in February, we offered you the chance to win some distinctly Geordie-orientated prizes in the How Many Men Do You Know Like This? Competition.

Not nearly enough people entered the compo, so the list of winners is a little bit shorter than the hundred prizes we offered. We'll just have to keep them for ourselves. For anyone who's in the least bit interested, the answers to the questions were: Andy Capp is (b) a suspicious Northern (or Geordie) stereotype; James Bolam starred in *'When the Boat Comes In'*; and England won the 1966 World Cup (just for a change).

Twenty-five first prize winners who get an awful lot of **Andy Capp** equipment are:
Mark Scott, Newcastle upon Tyne. J K Marston, Dorset. L Powell, Telford. J W Wallace, Hawick. T McLean, Stratford upon Avon. A J Whitfield, South Glamorgan. Jeff Clarke, Birmingham. Christopher Rawlinson, Staffs. Stephen Watson, East Kilbride. Edward J Christie, Aberdeenshire. More Graham, Bucks. James Waddington, West Yorks. Lyn Morris, Cambs. John Kay, Scotland. Paul Hancock, County Durham. Daniel Haigh, Leicestershire. Leigh Minas, London. C Sharp, Sheffield. Jane Birks, Stoke on Trent. Jon Rose, West Sussex. Peter Hall, Essex. Michael Platts, Chesterfield. Edward Latham, Stoke on Trent. A Grant, Somerset.
And the following people all get **Andy Capp** posters and transfers:
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PLUS THREE HITS

Fifty people are going to be a disc better off this month, following February's extravaganze, courtesy of Mastertronic. Let's hope they've all got +3s. The questions were pretty easy considering the generosity of the prizes, but we like to give a sucker an even break. Answers: Sepctrum discs are, of course, 3", a Spectrum +2 hasn't got any disc drives at all, it's the +3 that's got 'em. Anyway, these are the people who got the questions right, and so receive the goods:
David Law, Stratford. Mark Scott, Newcastle upon Tyne. B Dixon, Durham. M Lloyd, SoT. S J Carpenter, Avon. David Gryzbowski, Galashiels. Cath Welsh, Glasgow. Guy Simpson, Lincoln. Paul Gilbert, Stoke on Trent. G Robson, N Yorks. J A Riddell, Kent. G R Mallery,. Kent. G Cox, Middlesex. Paul Gringham, Avon. Tim Urquhuart, Cleveland. A Martin, Kent. R Penn, Essex. D A Gunn, S/land. John Southworth, Penwortham. D A Stone, Elderslie. Steven Smart, Suffolk. Ian Tuckwell, Wiltshire. I Lloyd, Oxon. Mark Niven, East Lothian. G Alsanis, Kent. Mark Russell, Cheshire. Imaad Shan, London. Daniel Tiplady, Newport Pagnell. James ?????, London. Nicki Alexander, Swansea. G B Cook, Berks. Joanne Campbell, Lisburn. Stuart Shelford, Bedford. Paul Weldon, London. D Lomas, Staffs. Conrad Chitty, Leics. D Woodward, Stoke on Trent. P Middleton, Gwent. Matthew Andrews, Dyfed. Petersen, Surrey. L Eaton, Warks. P Hatmill, Surrey. D Gibson, Chatham. Les Brown, Manchester. A Nielson, Norway. Andrew Maslen, Wilts. S Anthony, Derbys. Jane Sloan, Shropshire. Elizabeth Barton, Lancs. John Paterson, Scotland.



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CODE TALK

COLIN SWINBOURNE

***COLIN SWINBOURNE** – A MAN OF MYSTERY. MR ENIGMA. WHAT'S HE LIKE? HOW DOES HE COME UP WITH GAMES LIKE **JOE BLADE, DEVIANTS** AND **DENIZEN**? WE THOUGHT IT WAS TIME WE TOLD YOU, AND IN A NEW BIG-HEADLINEY STYLE TOO. **SEE** THE SHOCKING FACTS. **READ** THE REVEALING ANSWERS. **MURMUR** "SO WHAT?"*

HE'S ONLY WRITTEN THREE GAMES!

I've only written three games. There was **Joe Blade, Deviants** and **Thing.** They all come out from Players in '87, apart from **Thing,** which was only out about a month ago.

HE READS SUSPICIOUS MAGAZINES!

Most of my inspiration for **Thing** came from a combination of sci-fi movies and a magazine I used to read called **Plop.** It was full of extremely black humour, a little bit like the **Viz,** only more, er, dodgy. I got quite a lot of information and ideas from there. I also draw comics in my spare time, just as a hobby.

HE FINISHED THING REALLY REALLY QUICKLY!

Thing took about eight weeks to complete from start to finish. I did all the graphics as well as the code. I guess it took about another week to do the tweaking on 128K versions. I find that I usually finish a game in about that time. **Deviants** took a couple of months, but I was working on other things at the time.

HE DOESN'T PLAY COMPUTER GAMES!

I program most of the time. I don't actually have much time to play games, but I try to get a copy of any that the magazines reckon are particularly good. I like to know what other people are doing, but I don't really let that influence what I'm working on.



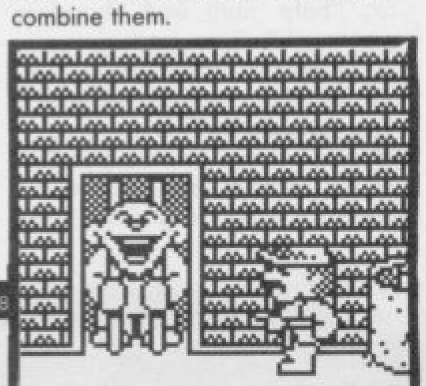
HE LIKES JET SET WILLY!

Top Five Games:

1) Jet Set Willy (Software Projects)
2) Sabrewolf (Ultimate)
3) Alien 8 (Ultimate)
4) Cobra (Ocean)
5) Arkanoid (Ocean)

HE LIKES GAMES THAT TAX HIS BRAIN!

I prefer games that make you think a little, rather than just killing everything. I'd quite like to have a go at writing a scrolling game, I think I worked out some quite good stuff on **Thing.** Generally when I'm putting a game together I get about ten different elements and combine them.



HE'S A LAID BACK KINDA GUY!

I like to think I'm pretty laid back. There's nothing particularly odd about me. I'm just a conventional programmer.

HE EATS A LOAD OF OLD CRAP!

I love any sort of junk food. I don't tend to go out much, so I need something that's easy to cook. It's hamburgers and pizzas all the way.

HE DOESN'T DRINK (?)

I'm a tea-totaller, in fact, so my choice of drinks is a bit slimmed down. I quite like Banana Milk. I do at least a pint of milk every day.

HE'S 20 YEARS OLD

I'm twenty years old.

HE'S AMBIVALENT TO SUNDAY OPENING!

I suppose it's quite a good idea. I'm programming nearly all day on Sunday anyway, so it wouldn't make much difference to me.

HE USED TO HAVE A ZX81!

I started programming, to a small degree, when I was about 17 when I got myself a ZX81. The next year I got myself a Spectrum 48K. I started programming seriously about 12-18 months ago, and then I worked up to machine code and got going on some games.

HE'S ARTY!

If I wasn't doing what I'm doing now? Well, I think I'd like to do something like Graphic Design, I think I'm pretty arty.

HE'S A GOGGLE BOX ADDICT!

I watch TV all the time. My favourite program has got to be *Cosby.* Oh, hang on. Friday Night Live is good too. I can't handle EastEnders, though. It's awful.

HE SLEEPS A LOT!

Whenever I'm not programming, I'm either eating or sleeping. I live around Hampshire, between Basingstoke and Reading. It's pretty quiet around there.

HE THOUGHT HADES NEBULA WAS USELESS!

Worst game ever? I though **Hades Nebula** was a bit, er, slow.



THOROUGHLY RIDICULOUS HEADWEAR 2 (A SEQUEL, BUT DEFINITELY NOT A SERIES)

"If you want to get a head, get a hat." If you want to get a lot of funny looks, get a hat like this. Yes. You too can now, at a very reasonable price (approx £9.99) get yourself any number of utterly impractical, though good-for-a-larf, hats from a variety of "novelty" (for "novelty" read crap) stores throughout the country.

1) **Hammerhead** – (pictured) For serious zanesters only. Highly uncorfortable and difficult to wear. Very "floppy".

Suitable for: Embarrassed Journalists and TV Presenters.

2) **"Marias"** – Apparently a more comfortable hat, 'though socially unacceptable. Complete with a pair of "Maria Whittakers" on top.

Suitable for: Maria Whittaker, TV Presenters, Plasterers, Cretins.

3) **Craphead** – The ideal present for Auntie Mabel. Tasteful blue baseball cap garnished with a generous dollop of simulated dog-pooh on the peak and the word "Sh*thead" on the top. Marvellous.

Suitable for: Very confident and witty people, people who don't speak English, TV Presenters, Sh*theads.

4) **Elephant** – Mr Foam Things suddenly runs horribly short of ideas and resorts to sticking an elephan't trunk and ears on a hat.

Suitable for: TV Presenters.

And if £9.99 sounds a bit pricey for a bit of plastic mesh with a foam arm coming out of it, this box with lines and dots in is the thing for you. Fill it in and send it to I Need To Liven Up My Otherwise Boring Appearance With A Hammer Stuck To My Head, along with the answer to whichever question you prefer and any pocket money or sweets you might have going spare.

The Questions: 1) What sub-atomic particles found fame in the title of a Hawkwind LP?

or

2) The Cat Sat On the ....

(What's the word?)

Name..

Address......................................

..

I think the answer to question No.... is ....



BADGES – INSTANT IMAGE

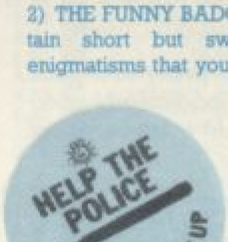
Hey dude – are you completely in sync with your peer group? Does your Mum mistake your smouldering rebelliousness against the repressive chains of the bourgeois as just sulking because you had to miss *Eastenders* to help out with the washing-up?

Well my son, don't get mad, get labelled.

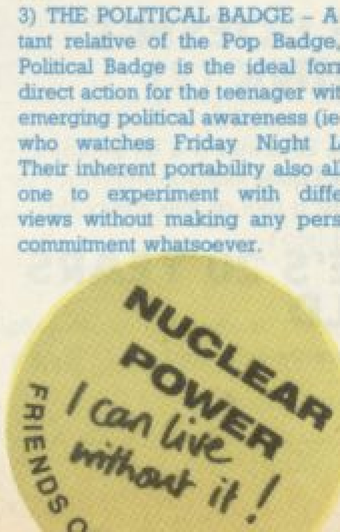
Yup, button badges can say more about you than most charge cards ever can – and leading sociologists have found them to fall into three categories.

1) THE POP BADGE – **"I Luv Rick Astley"**, (that's a quote, not a statement), and natch, if that really was the case (nurse, he's out of bed again) one would want to get together with other warped minds and discuss things like the lad's shoe size, his favourite breed of whippet, and other such interesting facets of his personality. One can also examine alien lapels for **Iron Maiden, Shaking Stevens**, etc, etc, depending on the exact nature of your aural poison. There is also:

2) THE FUNNY BADGE – These contain short but sweet witticisms/enigmatisms that you wear to amuse/confuse/outrage your friends and enemies. Old favourites include the uncensored version of "F**K OFF," to the useful for all embarrassing occasions, "Please ignore everything I say . . . I'm p****d." My current predilection however would be for, "Back by Popular Demand." Lastly there's:



3) THE POLITICAL BADGE – A distant relative of the Pop Badge, the Political Badge is the ideal form of direct action for the teenager with an emerging political awareness (ie one who watches Friday Night Live). Their inherent portability also allows one to experiment with different views without making any personal commitment whatsoever.



ÖUTL



TAKE AWAY MADNESS!!

Which fast food really is fast? Which can you eat on the hoof without spilling mayonnaise over innocent passers-by? We sample some samples and spew up some harsh food facts:

Kentucky Fried Chicken

Sample meal: 2 chicken pieces (£1.45), large fries (60p)
Serving time: 3 mins 02 secs
Tastiness: 3/5. Chicken tastes mainly of seasoning on breadcrumbs. Chips rather yellow
Dribblebility: Low. Can be eaten quite successfully on the move. NB wiping hands on serviette provided recommended. Leaves marks on trousers
Size of portion: 3/5
VFM: 3/5

Burger King

Sample meal: Whopper meal (£2.75), includes burger and salad in bun, fries and cola

Serving time: 2 mins 25 secs
Tastiness: Burger 4/5, chips 3/5. Burger excellent and meaty. Fries rather yellow and flaccid (ooer)
Dribblebility: High. Bits of lettuce all over the shop, mayonnaise all over sleeve
Size of portion: 4/5. Nice big bun and huge cola
VFM: Pricey for a burger





SEVEN SOARAWAY SEXY SHOCKING

1 Mayday – as in "Mayday, Mayday, we're all gonna dieeeeeee!" – has got zilch to do with the month. It's a corruption of "m'aidez", which is French for "help me" and therefore makes a lot more sense.

2 May has got two completely separate Bank Holidays! May Day is on May 2 (if it was on May 1 it would be on a Sunday, which would be a complete waste of a perfectly good holiday) and the Spring Bank Holiday is on May 30.

3 Mae West is not only an actress who said "Come up and see me some time," she's also a lifejacket.

4 Tuesday, May 24 is the Day of Culture and Slav Script in Bulgaria. It hasn't caught on much really though.

5 Maggie May was a hit for Rod Stewart (who he?) (He's

MY PARENTS ARE SO BLOODY NORMAL

ANDS

Pizza Hut

Sample meal: Small Supreme Pizza, thin and crusty (£3.85)
Serving time: 9 mins 45 secs
Tastiness: 5/5. Nice sharp tomato and smooth cheese
Dribblebility: Difficult to handle pizza wedges on the move. Lots of dangling cheese strings.
Size of portion: 4/5. Fills you up nicely
VFM: 4/5. Not cheap but very tasty and filling

Fish and chips

Sample meal: Cod and chips (£1.80)
Serving time: 2 mins 14 secs
Tastiness: 3/5. Good fishy taste underneath batter. Chips rather oily though
Dribblebility: Medium. Enormous grease factor, plus fish can fall to bits if you're not careful
Size of portion: 4/5. Good hunk of fish. Loads of chips
VFM: 5/5

Kebab

Sample meal: Large Doner with salad in pitta bread (£1.75)
Serving time: 3 mins 29 secs
Tastiness: 5/5. Well-seasoned meat, fresh tasting salad, Montezuma-style chilli sauce
Dribblebility: Massive. Shredded lettuce flies around like confetti, pitta bread always oozes, chilli sauce gets in hair
Size of portion: 3/5. More expensive shish and steak kebbs are more filling
VFM: Cheapest of sample meals and good to eat

Egon Erskine and Ronay Jenkins



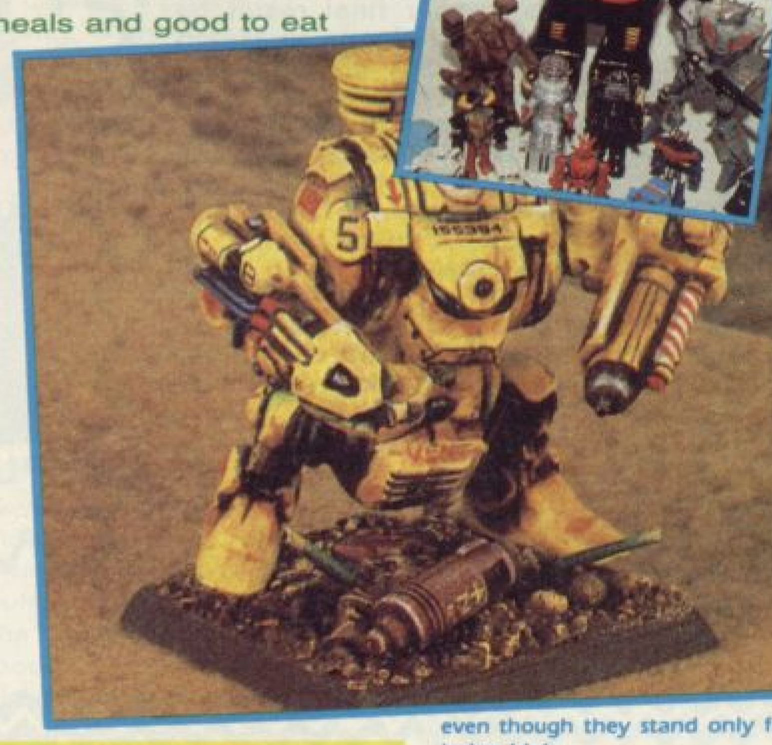
EXTERMINATE! EXTERMINATE!

Considering that the only real robots you'll meet are painting car components or stumbling over geometric blocks in university establishments, it's odd that the shops seem to be full of clanking mechanical monstrosities owing more than a little to 1950's science-fiction films.

More innovative toys from Tomy include **Chatbot**. At around £35, this 9" tall radio-controlled marvel has a built-in speech synthesiser with several preset phrases, and can carry a serving tray. The deluxe version, the £140 **Omnibot**, has a digital clock/alarm, a cassette player, a 7-day timer, and a loudspeaker which receives signals from a microphone built into the handset. There are hundreds of Transformer-type robot toys which turn into wheelbarrows, foodmixers, missiles and armchairs.

Far more stylish if you ask me are the **Lost in Space** and **Forbidden Planet** robot replicas, imported from Japan. Lovingly detailed miniatures of the famous TV and film androids, they cost a hefty £10, even though they stand only five inches high.





For a laugh, try Tomy's Mr D.J. This AM/FM radio has a telescopic aerial, and his body rocks, and his eyes and mouth move in time to the music. In fact he's more entertaining than Simon Bates (let's face it, what isn't?) but not a lot cheaper at £15.

My personal favourites? **Godaikin** fighting robots from Japan. Based again on comic characters with names like Gai-Kin and Dha-Gards, they're tiny, beautifully made and horrifically expensive. Check out your local comic or model shop. If you dare.

ALL 'TIME' TOP FIVE WATCHES FROM SWATCH



1 CALAFATTI GK105

If you enjoy wearing a zebra crossing on your wrist, this is the watch for you. Alternatively, take off the technicolour yawn making strap, substitute a plain black one and admire a watch of great plainness with a very loud tick.

2 BIG ECLIPSE GW400

Tasteful black 'n' white number for those who just can't go for colour. Impossible to tell the time on unless you're a real expert. No numbers folks!

3 WHITE OUT GW107

Come off it, this one's a joke, innit? Absolutely white; white hands, white face, white strap. Useful only for when you come back off holiday to show everyone how brown you are. Just tell them it's the tan mark your real watch made.

4 WAIPITU GB113

Absolutely revolting combination of pukey yellow and red plant like objects with a splash of green. Again no numbers, not necessary though, I mean, no one would ever be able to look at the thing long enough to work out what time it was.

5 TURQUOISE BAY GK103

So cheap and nasty they've forgotten to put on the face. A watch's inner guts seen under a piece of aquamarine plastic. No numbers.

SENSUOUS SU FACTS ABOUT MAY

a middle-aged singer who likes blondes . . . GT)

6 May is famous for May Queens and May Poles (ooer). Basically you dance round the pole, or the queen, or something and it's all an ancient fetility rite, and it probably didn't work very well, and it looks a bit wet and weedy these days.

7 The next month after May is June (even in Leap Year . . .)

8 Tony "Goggley" Dillon was dragged, screaming and kicking this month into his 16th year. "Never again" he blubbed emotionally.

(OK, so there are eight facts about May but a: Tony's birthday isn't that interesting and b: how many superlatives starting with E can you think of apart from Extraordinarily elephantine? – J.D.)

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Ooer . . . we can't be serious! For just £18.99 we won't *only* be giving you 12 of the most jam-packed, mind-blowing awesome issues of the best Spectrum games magazine to hit the streets this century.

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But we don't stop there. *This* is where we go a little bit crazy, because we're gonna give every joystick genius who signs up for 12 months with Sinclair User an absolutely 100% free smash-hit game by Ocean software.

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But remember, you can only choose one game; we're crazy, but not *that* crazy. Why not fill in the form right now. The sooner you do, the sooner you get that great, FREE game.



GRYZOR



MATCH DAY II



FIREFLY



PLATOON

SINCLAIR user

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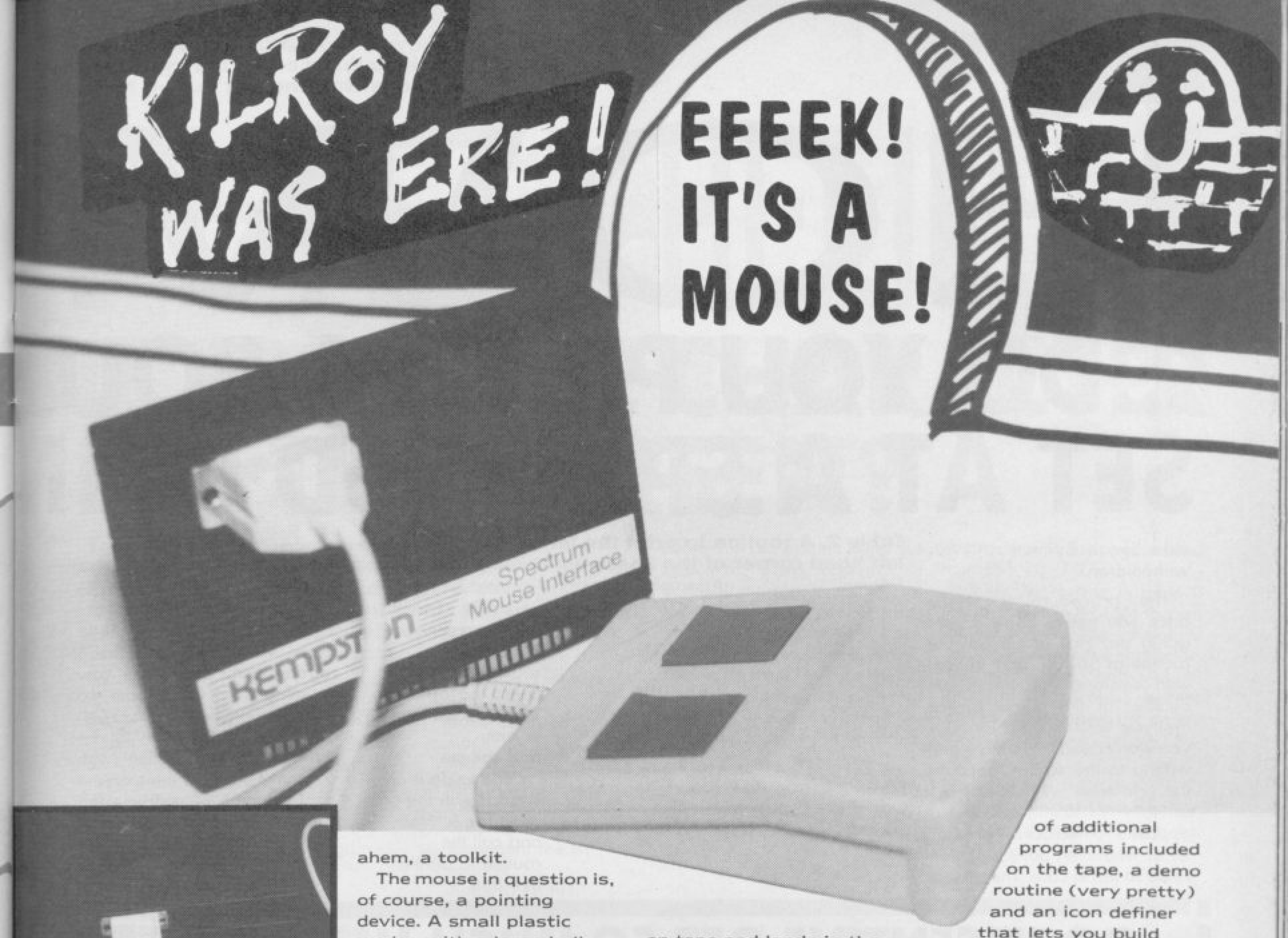
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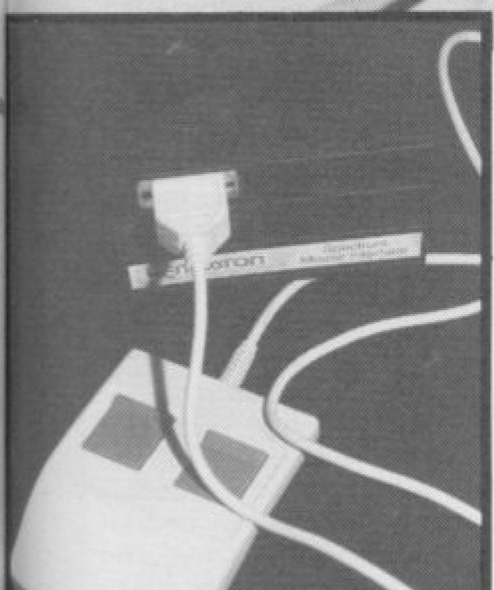
Address..

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Signed.. SC/10

EEEEK! IT'S A MOUSE!





Not so long ago, if you were caught talking about mice with toolkits you were marked as a mental incompetent, fit only for the Presidency of the United States or the editorship of a Commodore magazine. But in this business, the ravings of deranged minds have a habit of turning into hardware. Nobody's suggesting that anyone at Kempston is anything other than completely sane, but they have produced a mouse. With, ahem, a toolkit.

The mouse in question is, of course, a pointing device. A small plastic wedge with a large ball, two buttons and a long bit of wire; if you plug it into your Spectrum (using the equipment provided) and push it about on a flat surface then the pointer follows its every move on the screen. Inside the mouse are a couple of wheels (that'll surprise the vet), one of these wheels generates pulses when the mouse moves up and down, the other senses sideways sliding. The interface counts the pulses, the Spectrum reads the count and follows the mouse. Make a good lager slogan, that . . .

But what about the toolkit? When the Spectrum ROM was written in 1982, The Human League were in fashion (ask your father) and mice were small and furry with a cheese fixation. So to interface the hardware to BASIC and to start to use the thing, some extra software is needed. This is where the toolkit comes in. It comes on tape and loads in the usual way. Plus 3 owners will be beside themselves to realise that the toolkit transfers to disk without even a sniff problem.

Plug in the interface, plug in the mouse, switch on the Speccy and load the software. Now what? Well, the toolkit adds some useful extra commands to BASIC to control windows, icons and the mouse itself. Since the software works with every Spectrum, it doesn't try to be too clever and all the extra functions are accessed by the old LET X=USR routine. A little crude these days, but it works perfectly well.

Routines included are SETUP (to put a window or icon on screen), MOVE (move the pointer on screen), REMOVE (window cleaning) and HIGH (highlight some text). All good stuff; a little basic, but enough to produce quite a reasonable program that shows off just what the beastie can do. There are also a couple of additional programs included on the tape, a demo routine (very pretty) and an icon definer that lets you build up your own pictures.

The manual explains things clearly. There really isn't a lot to say about a mouse, expecially one as well-designed as the Kempston rodent, so the manual's twenty pages are more than adequate; there is sufficient information to allow rabid machine coders to use the mouse as well, either from the toolkit or in the raw. And of course any Kempston mouse-compatible drawing program will work.

The hardware is impeccable – it's a pleasure to play with a mouse like this. Built by a Swiss concern called Logitech (regarded by many as the finest mousers in the business) it is one of the best seen in captivity. There are worse mice included in £10,000 computer design systems.

Mice is mice is mice, but building nice mice needs mouse nous. Kempston have it, and it shows. Another recommendation, people■

Well, you're outta luck folks. No great authors this month, 'cos everyone I spoke to is working flat out on their latest

HOW

...DO YOU PRINT A ROUT SET AT A SPECIFIED POIN

Asks Simon Bennett of Wolverhampton.

The procedure is simple once you get to know what's going on. First of all call the routine at 5633 (1601 in hex) with register a set to the stream number of the output device that you wish to use. Normally you won't need to do this when writing to the screen, because the Spectrum will already be set to write to the screen (as opposed to microdrive or printer or whatever) but it is as well to do so just in case. The stream

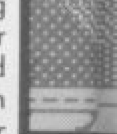
Table 2. A routine to print the letter "A" at the top left hand corner of the Spectrum screen

Decimal	Assembly Code	Comment
62 2	ld a, 2	Select the screen output screen
205 1 22	call 1601h	and call the routine to do it.
6 24	ld b, 18h	Select the top row,
14 33	ld c, 21h	select the left hand column
205 217 13	call Odd9h	and call the routine to do it.
62 65	ld a, 41h	Load a with the code for A
215	rst 10h	and call the routine to print it
201	ret	Bye-Bye

number for the screen is 2.

Next, you can use the routine at 3545 (ODD9 in hex) to set the screen row and column positions at which printing is to occur. To do this load the B register with the screen row counting from the bottom (so that the top row is number 24) and the C register with the screen column, starting with column 2 being at the extreme right (so that the extreme left column is number 33). Yes, I know it would make more sense to start at the top left hand corner and label it row 0,

... DO INCENTIVE GET SO MUCH MEMORY OUT OF THE SPECTRUM WITH DRILLER?



Asks Peter Beadsmore of Isleworth. Great question, I thought, and grabbed the 'phone for a word with Ian Andrew of Incentive. Sorry not here, they said, he's out collecting awards. Millions of years later I tracked him down and it was true. Anyway, he kindly passed on these little tips.

Table 1. The Memory Map. The stack pointer, sp is not held in Ram but in the sp register in the Z80A micro-processor.

Starting Address Contents or Systems Variable Name	Location of System Variable	Memory
16384	–	Display file
22528	–	Attributes
23296	–	Printer buffer
23552	–	System variables
23734	–	Micro-drive map
CHANS	23631	Channel information
PROG	23635	Basic program
VARS	23627	Variables
E LINE	23641	Com-mand/line being edited
WORKSP	23649	Data being INPUT
STKBOT	23651	Calcula-tor stack
STKEND	23653	Spare
sp	–	Machine stack and GOSUB stack
RAMTOP	23730	User machine code routines
UDG	23675	User defined graphics
P AMT	23732	End of RAM

There's nothing magical in what they do; they just dig into every spare corner. Take a look at the Memory Map Table 1. You'll notice that the printer buffer starts at address 23296 and goes onto address 23551. This printer buffer is completely redundant unless you use the original Sinclair printer or something like the Alphacom printer. This is something that very few people do these days now that the RS232 is available through the Interface 1, or directly on the 128 +2. There is therefore a juicy 256 bytes of memory sitting in the printer buffer totally unused and you will often find an extra bit of code tucked away in there in a commercial program.

Similarly, the user defined graphics area at the top of memory which occupies 768 bytes when the machine is switched on is often collapsed to nothing by programmers, simply by changing the value in the UDG System variable which is held at address 23675. Hence, just by using these two areas, the printer buffer and the user defined graphics area you can obtain another 1K of space for your program.

If you are really desperate you can use the display file. Obviously you have to be a bit careful how you go about it but the principle is to set the Paper and Ink colours to the same value over part of the screen, and then that part of the screen appears blue, black, white or whatever, no matter what data or code is stored in the equivalent part of the display file.

One final trick which is often used in programs released commercially, (although it is very dangerous while you are actually developing the program) is to overwrite all or part of the system variables area

mega-game. So you'll just have to put up with lil 'ol me,. Tough but you'll have to grin and BEAR it!

THE HELL!!!

TINE FROM THE CHARACTER T ON THE SCREEN?

Table 3. A Spectrum program to PRINT the characters with codes in the range 32 to 255 inclusive. Note that when a register contains 255, the effect of the inc a instruction is the same as subtracting 255, ie a subsequently contains zero.

Decimal	Assembly Code	Comment
62 32	ld a, 32	Load the a register with 32
245	Again push af	Save a on the stack
215	rst 16	
241	pop af	PRINT the character
60	inc a	Retrieve a from the stack
32 250	jr nz , Again	Increment the a register
201	ret	Jump to PRINT next character
		Return when a reaches zero

column 0 but I didn't write the Spectrum ROM routines so don't blame me. If this sort of thing really upsets you, why not write a little routine as a front end which alters the B and C registers from what makes sense to what is required, and then calls the ROM routine.

Put the code of the required character into the register and call RST 16 (10 in hex). Easy isn't it? The routine in table 2 prints the letter A at the top left of the screen. The routine in table 3 prints all the characters with codes lying between 32 and 255. Both of these routines can be loaded using the simple loader in table 4.

Table 4. A simple decimal loader for POKEing decimal numbers into the Spectrum printer buffer. To half the program enter STOP (Symbol Shaft A).

```
10    FOR I = 23296
      TO 23551
20    INPUT J
30    POKE I , J
40    PRINT I, J
50    NEXT I
```



which lies between address 23552 and 23733. The majority of the system variables area is used to store the numbers which control the way Basic operates. Obviously, if you have a program which is completely Machine Code then most of those sytstem variables are unused. Of course, if something goes wrong with your program then you have very little chance of escaping to Basic and regaining control. However, as always you cannot do any harm to your machine by playing around by memory in this way, the worst that can happen is that the machine will crash.

... DOES COLOUR CLASH COME ABOUT?

Moans John Stephens.

Under the bonnet of the average arcade machine there are a lot of extra chips and bits and pieces all dedicated to creating, apparently effortlessly, all the clever sound and graphic effects that you see. When it comes down to it the Spectrum simply can't compete. Unfortunately, the average arcade machine costs a lot more money than the average ZX Spectrum, so we have to make do as best we can.

The particular colour problem for the ZX Spectrum is that it does not have a true high resolution colour screen, despite the colourful appearance of the average display. Instead it has a monochrome (ie two colour) high resolution bit-mapped main display with a low resolution eight colour filter superimposed. The monochrome display is controlled by the contents of the display file, which occupies addresses 16348 to 22527. The setting of each bit in the display file controls the setting of one pixel on the screen. This is what is meant by the phrase bit-mapped – each bit is mapped to a particular pixel.

Bits are grouped together in eights to form a byte so that POKEing a value into a particular byte will effect the setting on eight pixels. For example the Basic instruction

POKE 16384 , 255

will set the first eight pixels at the top left hand corner of the screen to black. Try POKEing to see what effects occur. You will see that the screen area occupied by a single pixel is very small – about the size of a pinhead. This is what is meant by the phrase high resolution.

The low resolution colour filter is controlled by the attributes file which occupies addresses 22528 to 23295. Have a go at POKEing numbers into this area. You will observe that you can only alter complete character squares in one go. This is what is meant by the phrase low resolution. As you experiment, you will see that you can only obtain at most two different colours on each character square – perhaps a white INK on a blue PAPER, or a black INK on a red PAPER.

This is the essence of the Spectrum colour clash problem. You can have a lot of fine detail in a picture or graphic but as soon as you try to colour it in you discover that the low resolution colour filter makes it difficult to creat the effects you want. The problem is particularly noticeable in computer games because these typically involve moving small, highly coloured objects around the screen.

Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

I'VE GOT THIS PROBLEM

. . . WITH THE BUS

A few weeks ago I bought a Multiface 1 for my Spectrum +, only to find that it didn't work. As the Multiface works on a friend's Speccy, it must be the expansion bus that's done for. Can you provide any help or cure the problem?

Alan Crowe
Bridge of Don
Aberdeen

● I wouldn't expect the expansion bus to be knackered it it looks OK to the inquisitive eye. There's a slight chance that there's a break in the tracking to the rectangular silver pads on the edge; if you examine the slot with a magnifying glass in a strong light you can confirm or deny this. Fine breaks can be bridged with a little solder or conductive paint.

A far more likely candidate for party pooper is the poor old Z80, which can go wrong in many mysterious ways that don't affect games or other programs, but confuse the Multiface something rotten. A trip to the local repair merchants sounds in order, alas.

. . . WITH LEADS

I have a +3 and a Centronics GLP-6 printer. I've got the right printer lead (as recommended in the manual), but nothing works. Can you help?

I previously had a Spectrum + and Interface 1 and ran the same printer in the RS232 mode. It worked OK then.

David Lewis
Oliver's Battery
Winchester

● In the photocopy of the printer manual you kindly enclosed (hint hint, readers) switch one is not important, and switch two should be ON OFF ON ON ON OFF ON OFF. Make sure you disconnect the serial printer lead completely before trying to use the printer. If nothing at all happens, then suspect the Spectrum. If you have a friend with a CPC (well, someone's got to be friends with them), then you'll be able to plug the same printer lead and printer into that to test them.

. . . WITH THE DMP

MY Amstrad DMP2000 printer occasionally linefeeds about ten lines instead of one, leaving large blank spaces on the paper. This is most frustrating, not to mention a waste of paper.

The printer is used with a Spectrum +2, Tasman B interface and Tasword Plus Two **word processor.**

Terence R Ball
Accrington
Lancs

● What's happening is that every so often the printer thinks it's finished a pageful of information and prints ten blank lines to skip the fold in the paper which you find in fanfold computer stationery. To prevent this wholesale wasting of fine Swedish pulp you'll need to set the 'Skip Perforation' switch to OFF, or send ESC O (that's CHR$ 27 and "O") to the printer before commencing printing.

. . . WITH ARTIST II

I recently purchased a Mannesman Tally dot matrix printer and a Ramprint interface, I also have **Artist II.** So far I haven't been able to print anything. Can you help?

Michael Docherty
Glasgow

● Not much to go on. Assuming you've tried any printer self-tests (if you hold down either the line of form feed buttons when you turn on, most printers go into a frenzy and churn out pages of characters) and also assuming that the Ramprint interface is working, then the number one suspect has to be the printer lead. Check the cable hasn't pulled away from the plugs at the end, and make sure it's firmly pushed into the printer.

. . . WITH 128K MODE

WITH my Plus 3 and an Alphacom 32 printer, I am having difficulty accessing the printer in 128K + 3 mode, although it works in the 48K mode. It will not fit the port marked 'Printer' so I have connected it in the Expansion I/O port. How do I make it work?

Gareth Pitchford
Ellesmere Port
South Wirral

● Sadly, you don't. The Alphacom 32 (like the Timex 2040 and the ZX Printer) is designed to fit into the Expansion I/O slot, but the area of computer memory that is usually devoted to driving the printer is used for something else in + 3 mode, so there is no chance of running the printer in anything but 48K mode.

. . . WITH TAPE LOADING

I'VE recently received a Spectrum +2, but it's being a bit of a pain. It seems to be choosy about what software it wants to run. Some games will load and run perfectly, some will load and crash at their leisure, while some won't even load. The games that crash differ in where they crash, according to the title. Also, some games jammed in the cassette deck and couldn't be loaded, but I cured that by pressing down on the door while pressing Play.

Can these problems be solved, or do I have to return to my trusty 48K Spectrum?

Julian Smith
Potterne
Devizes

● A number of things could be amiss here, Mr Smith. The problem with the cassette door might seem to go away when you press down, but the misaligned plastic is probably pulling the tape out of line with the tape head. Different tapes will then load or not load almost at random.

And you're not trying to load stuff with the Tape Loader, are you? Only 128K games are guaranteed to work like that; your 48K collection would be better served by going into 48K BASIC first and typing LOAD "" in the traditional manner.

Some games just don't work on the +2, but few. I'd take the +2 back and get the tape door fixed.

. . . WITH GAMES

RECENTLY I bought two microdrives and an Interface 1 for my + 2. Is there any way to copy my collection of 100 games from tape on to the drives?

James Leitch
Hawthorn Drive
Ipswich

● Lots of ways to do this. The simplest is to go out and buy a Multiface, which does all the hard work. All you do is press a button. You can also, for less expense, buy various programs (advertised in the back of SU) which perform a similar function, but with more bother and fuss.

What you can't in general do is just Load *a game and* Save *it on to Microdrive. Sad, but a fact of life.*

. . . DESIGN

WHICH of **Professional Adventure Creator** or **Graphic Adventure Creator** is best?

Izzet Guven
Istanbul
Turkey

either of the two programs will work well.

. . . MODEM

I'M thinking of upgrading to a Spectrum + 3 from my 48K. I've got a VTX5000 modem. I've heard that this is not compatible with the + 3 – is this true, and if so can you suggest an alternative modem and software?

P J Butcher
Derbyshire

● Hold on there, PJ. While it is true that the VTX5000 and the + 3 are vastly, hugely and totally incompatible, there are rumours of people even now working on adaptor boxes to make the two talk. So I would wait for a month·

. . . 48K

I'VE recently bought a Rotronics Wafadrive and tried to use it with my Spectrum 128 in 48K mode. It doesn't work. Is there anything I can do about it?

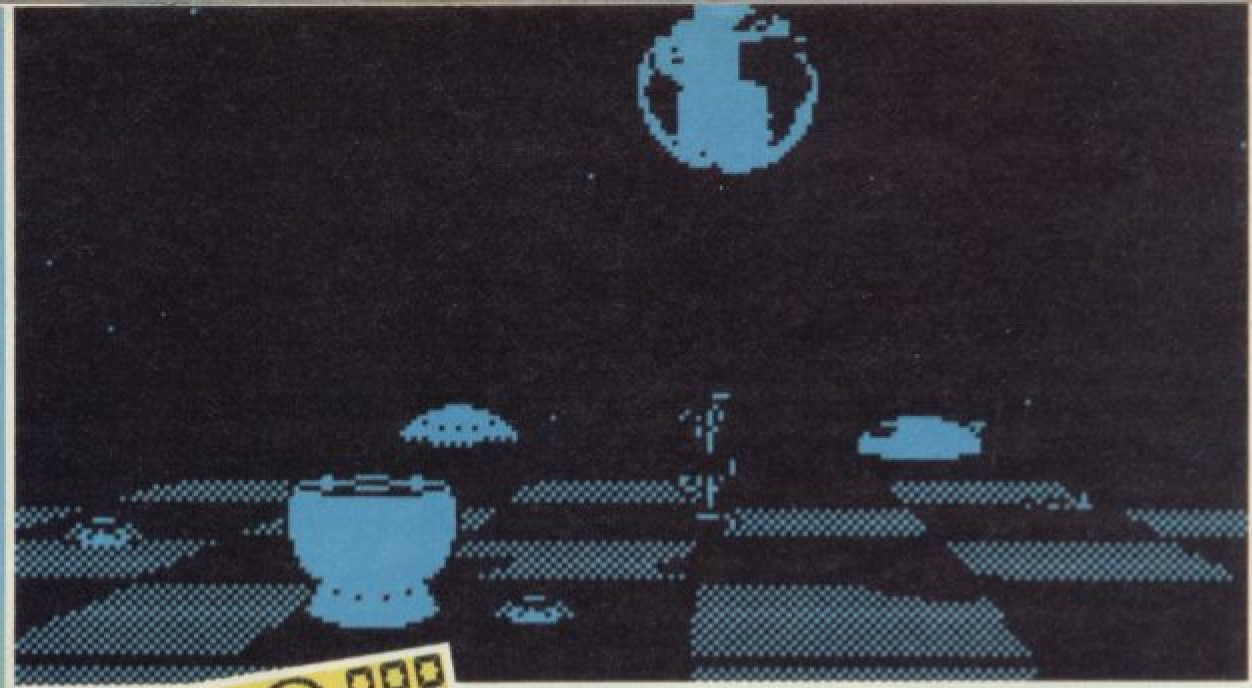
R C Thom
Hayling Island
Hants

● No.

(but Dr. Rupe has the answer)

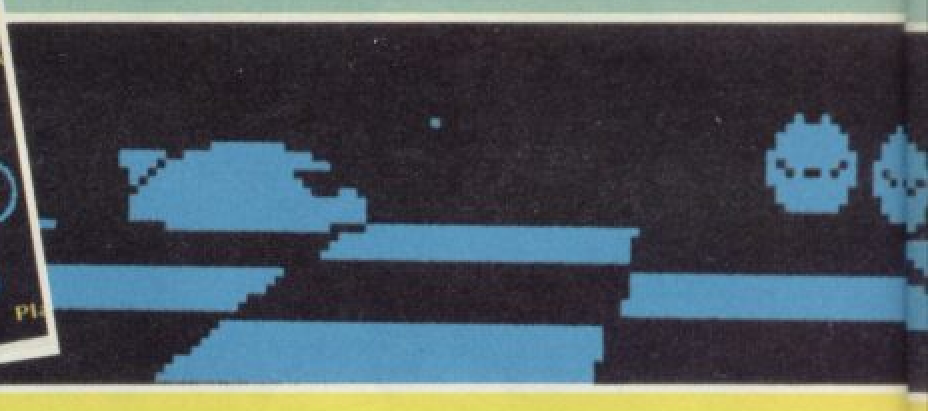

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ARCADE REVIEW









EARTHL

Pete Cooke hasn't had much of a time with really. **Micronaut 1,** whilst a jolly woinderful game, disappeared about the same time **Nexus** did. Now we have **Earthlight** – probably the closest thing to a straight zap-'em-up Pete has ever done.

It isn't just a shooty-shooty of course. For one thing it's pretty enormous, with lots of different zones and levels. For another, there are quite a few different strategies you can use to win – blasting things to bits being one of the more useful ones.

The plot is all about disabling transmitters to switch off a force field which will enable Slaatn (an everyday sort of alien) to escape to freedom. Forget all that stuff and imagine this instead. You've got this wizzy space craft, you have to pick up these sugar cubes, and all these other aliens try to blast you into little pieces. Some aliens can be destroyed by one blast from your photon cannon, others, particularly the nasty quick darty little ones, take two or more.

There are several levels and each is divided into nine zones. In each zone there are a number of transmitters (sugar cubes) and a number of aliens. Before entering each level you can adjust ship control levels which represent Shield Power, Energy and Missiles. The problem is that if you have a lot of one item you don't get so much of another.

What strategy there is involves getting to know the levels and judging what kind of balance of defences, time and firepower you need. For example, one level is very small (if you figure out what to do SECRET CLUE) but chock full of horrible aliens, therefore you need lotsa missiles and lotsa defences but not so much energy.

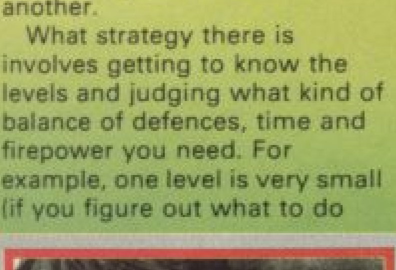
Graphically the game reminds me of a sort of edge-on **Uridium** or **Ballblazer**. The planet surface is a grid drawn in perspective littered with craters. The actual ships are drawn using a variety of different sprite sizes – by flipping ultra-fast between these sprites the illusion of the ship moving 'into the distance' or 'out of the screen' is nicely achieved.

There isn't that much to see in the game – later levels have different aliens, but the essential landscape remains the same, or at least similar. But it's fast and pretty slick – controlling the spaceship feels quite a bit like the hurtling around in the **Uridium** battlecruiser. It's easy to go very fast but it's also get pretty difficult to stop, and you usually end up smashed into a passing tree. (These are tall trees on this moon). The explosions are great! Though as often as not, once your ship has plummeted to the ground you don't get a







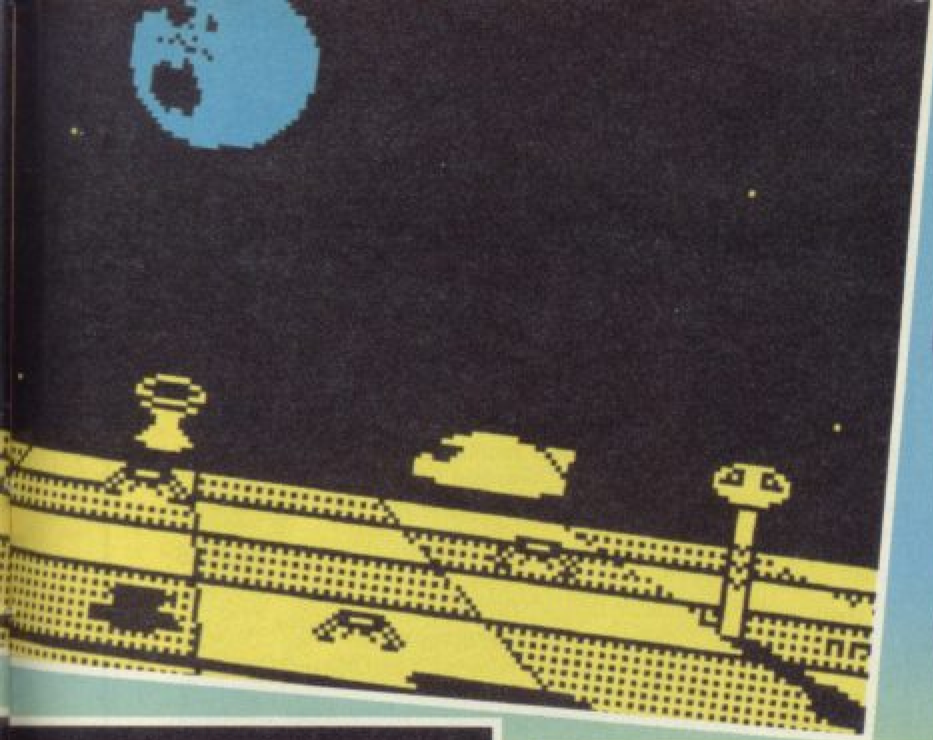


PROGRAMMERS

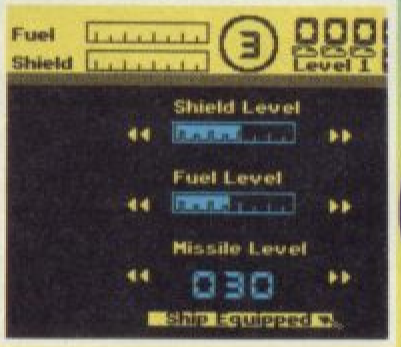
Pete Cooke has concentrated on sophisticated arcade games most recently and has produced a number of highly acclaimed titles. **Invincible Island** (*Richard Shepherd*), **Urban Upstart** (*Richard Shepherd*), **Inferno** (*Richard Shepherd*), **Ski Star 2000** (*Richard Shepherd*), **Juggernaut** (*CRL*), **Tau Ceti** (*CRL*), **Room Ten** (*CRL*), **Academy** (*CRL*), **Micronaut 1** (*Nexus*)

PETE COOKE'S PLAYING TIPS

- Start on Zone 1 – it's probably the easiest
- When you first enter a zone just look around and work out how many sugar cubes there are to pick up – how many aliens etc – then quit the level and reset your ship's configuration
- Don't be afraid of abandoning a zone – it is possible to get completely stuck so you can't win
- Don't waste bullets – in some cases you will have barely enough to complete the level. Homing aliens are not so bad if you keep your cool – at some point they will be in an exact line with you, BLAST 'EM. Far more dangerous are the randomly moving aliens DON'T LET THESE GET BEHIND YOU!!







LIGHT



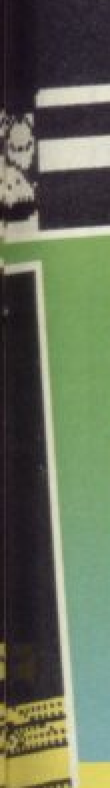
FAXBOX

Sophisticated zapping for purists. Just enough strategy to give it some longevity

EARTHLIGHT
Label: Firebird
Author: Pete Cooke
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

★★★★☆ ★★★★☆ 8



chance to lift off again before wandering aliens wipe out the rest of your defences.

Alien movement patterns are pretty complex and varied. Some just zoom around aimlessly (like Capri drivers). Others just look like they're zooming around aimlessly. They'll lull you into a false sense of security and Wammo! Just as you were about to get the last sugar cube it's game over for you.

Sound is fairish on 48K but the 128K version playes a pretty nifty version of Vivaldi – a change from the standard electro stuff currently fashionable.

I really like **Earthlight,** I can see that for some people there probably isn't enough variety in the screens, but I reckon it makes up for that in speed and sheer fiendishness. There's just enough strategy to ensure some longevity without it all getting horribly complicated. For zapping purists who don't need too many trappings, just slick effective programming and lotsa speed, this is a winner■

TWILIGHT

DEMON'S REVENGE

ARCADE Label: **Firebird** Author: **Probe Software** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Christina Erskine**

Competent and entirely adequate collect-and-explore game

If Demon's Revenge had been released three years ago, we'd probably all be swooning with amazement. However, times have moved on, and while it doesn't exactly look out of date, its concept and implementation have a distinctly familiar look to them.

Set in the bowels of a stone-walled castle, you play Merlin Junior, collecting up pieces of a talisman, collecting spells and objects and using them at appropriate junctures, shooting at skeletal and ghoulish nasties which rattle and float around the various rooms.

Presentation is the very familiar single-colour-on-black, pseudo 3-D perspective, flip from screen to screen view. There are lots of objects to pick up and use, lots of baddies to do business with, and it's very playable. In fact, it's a very neat, pleasing game, but not wildly exciting. It reminds me of the Hewson magic 'n' blasting games like Wizadry. It's cheap n' cheerful but it's quality budget stuff and could even make it to the charts■



★★★★☆ ★★★☆☆ 7

PHILOSOPHER'S QUEST

ADVENTURE Label: **Topologike** PO Box 39, Stilton, Peterborough PE7 3RL Author: **Peter Killworth** Price: **£9.95 (disc only)** Memory: **128K** Joystick: **n/a** Reviewer: **Jim Douglas**

Absurdly involved puzzle-ridden adventure of high difficulty. Not for the novice or the easily put-off

Philosopher's Quest, like Countdown to Doom has just been converted across to the Spec after years of virtual anonymity on the BBC, and despite the fact that it's been virtually untouched in conversion – apart from some tweaking here and there – it stands up remarkably well. The text is amusing and intriguing, with hints being left around in a more subtle manner than I'm used to.

There aren't any graphics, and the text seems to border on terse now and again, treating you in a rude, prodding sort of manner. Indeed, the author has contrived to make some of the puzzles untterly baffling, like the albatross that clings on to you until you're dead, or the invisible dogs that need to be made visible.

P.Q. is definitely not my fave adventure, but it's certainly one of the more complicated around, and of a very high quality. I think it's my personal lack of patience more than anything else.



You do find yourself in at the deep end right away, however, being plunged into pitch darkness in only the second location. Movement in the dark is, of course, highly undesirable and potentially lethal■

★★★★☆ ★★★☆☆ 7

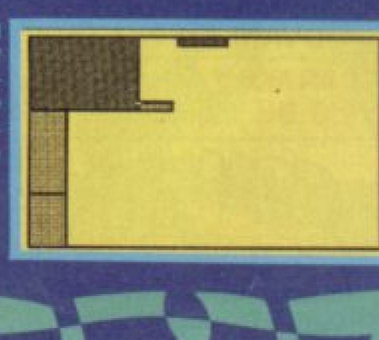
ZOLYX

ARCADE Label: **Firebird** Author: **Pete Cooke** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Christina Erskine**

Nothing spectacular in the graphics or sound department, but good gameplay. An old, old favourite

Zolyx is a new version of an ancient game whose name I forget. On the screen is a rectangular grid. You control a ball, with which you must traverse the grid making shapes and filling up as much of the screen as possible. You'll be hampered by an increasing number of smaller balls which bounce inside the rectangle and kill you and your connecting lines if they hit an incomplete crossing; and a larger blob which chases you round the perimeter. In addition, if you try to make your connecting lines too long, a third ball comes up behind you to zap you. Claim over 75 per cent of the screen as 'yours' by boxing it in and you go to the next level: exactly the same, but with an extra small ball boinging inside the grid.

It's dead simple to get the hang of; not easy to become consistently good at, and is presented with utterly basic screen displays and a few buzzy sound effects. The astonishing thing is it's astoundingly addictive . . . strange but true■



★★★★☆ ★★★★☆ 8

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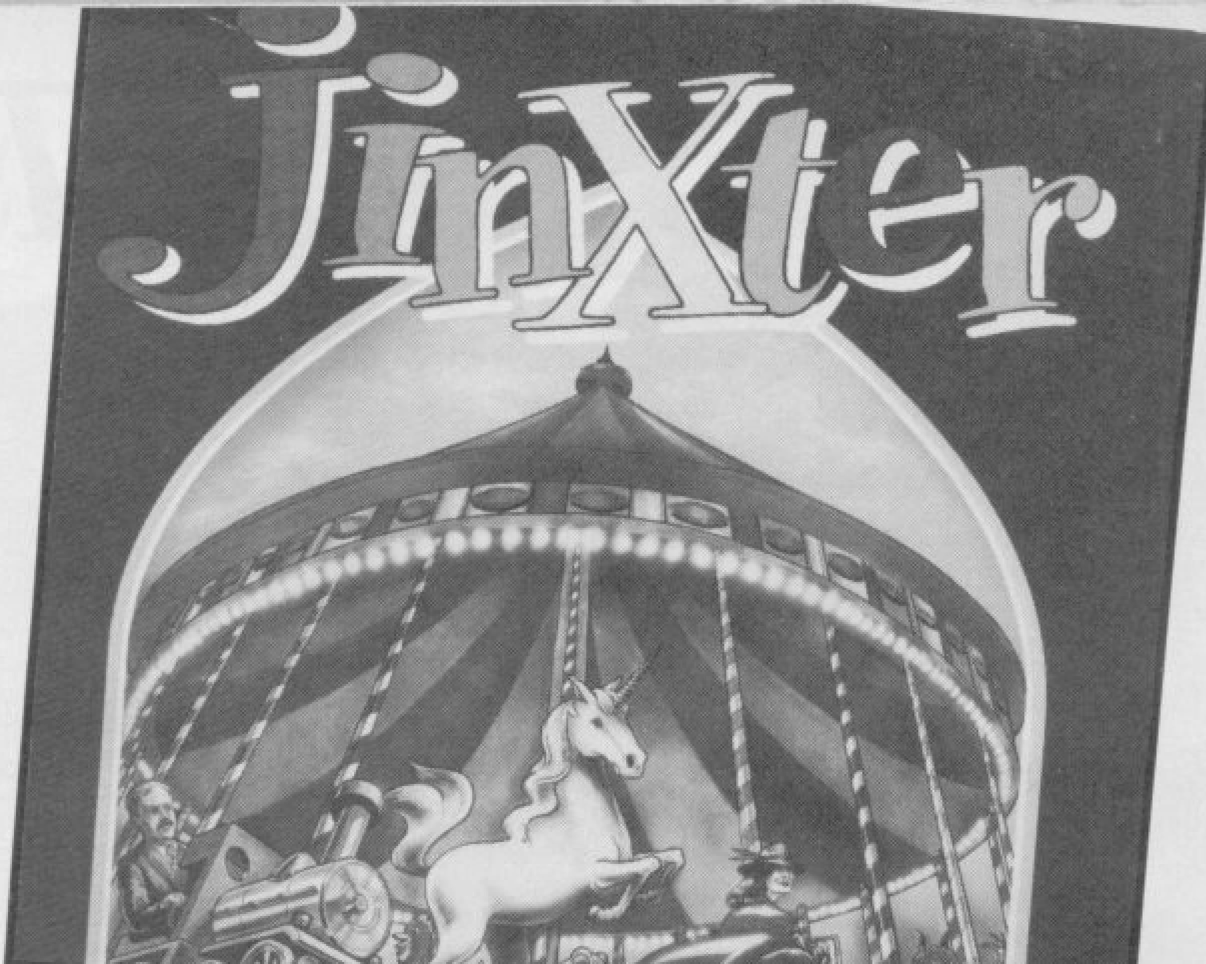
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ADVENTURE REVIEW

Shame on you, all of you who claim that the Spectrum software scene's days are numbered. I spit on you and I spit in your gravy. I agree with you that in some areas, maybe there aren't as many technical breakthroughs as there were before, especially in the arcade games market, but remember that small though they are, they are still there to be seen.

In the adventure area, however, the breakthroughs are coming thick and fast now, as finally, as Sir Clive expected, the full power of the 128K machines is being utilised. To show you what I mean, let's jog gently backward through our mind to a time when Bug Byte released good games and Jim Douglas had a parting like mine. The hot adventures at that time were those written by Melbourne House. Titles such as **Sherlock** and **The Hobbit** filled the charts and even now, people are still stuck in the goblin's dungeon.

Then a group of programmers who called themselves Level 9 wrote some very good and very successful adventures with improved 128K versions.

Finally, Magnetic Scrolls released what was to be (I think) the future of adventures, **The Pawn**. It boasted a very big vocabulary and probably the most intelligent parser ever seen on the Spectrum. Sadly, the game was 128K only.

It was followed by **Guild of Thieves,** which contained more of the same, plus one bonus. Freebies. The large American-style packaging contained all kinds of goodies related to the game such as a **GOT** credit card and a magazine and such stuff. And now there's **Jinxter,** a massive improvement, if that is possible, over the previous two games and even better freebies, but more on those later.

So, wotcha gotta do then? Well, as the game says, you various segments of a bracelet which will put an end to the reign of the witches. The witches are draining away everyone's luck and good fortune, which the bracelet, if completed, will restore. Not much of a storyline, but wow, what an adventure.

You want to know why this game appeals to me so much? **The Pawn** was good because of its style of writing and its unusual situations. **Jinxter** is even better because of its very funny script and the everday situations, such as riding on a bus, and you end up identifying more with the game's character. Now I know it still may not sound much of an adventure, but just sit back and listen, and I'll enlighten you further.

The game is very funny. Text only, and there is a lot of it, it's never boring and even if you find some episodes slightly tedious, you can do anything you want to enlighten the moment. For the first time ever, you have complete control over the objects. The programmers have included heaps of extraneous information about all the game objects, and the parser will respond sensibly – helpfully, even if you try to use the objects in ways the programmers haven't allowed for, which makes **Jinxter** infinitely less frustrating than most adventures.

The atmosphere in the game is rich, but never heavy, and stereotypes abound. Ring the bell on the bus twice to see what the driver says and you will see what I mean. Also, there is a high amount of human physical interaction. At stages in the game, you will be asked to do something with one of the freebies. Now, no oo-ering, you are only asked to do things relevant to the game. But more on the freebies.

MS has really done itself proud here. Freebies include beer mats and newspapers, not to mention a very grubby staff memo. All look very authentic and very helpful in places. **Jinxter** gets full marks for presentation, style, wit and fun. One that will keep you up late at night and probably make you miss *Neighbours* as well■

CLASSIC

FAXBOX

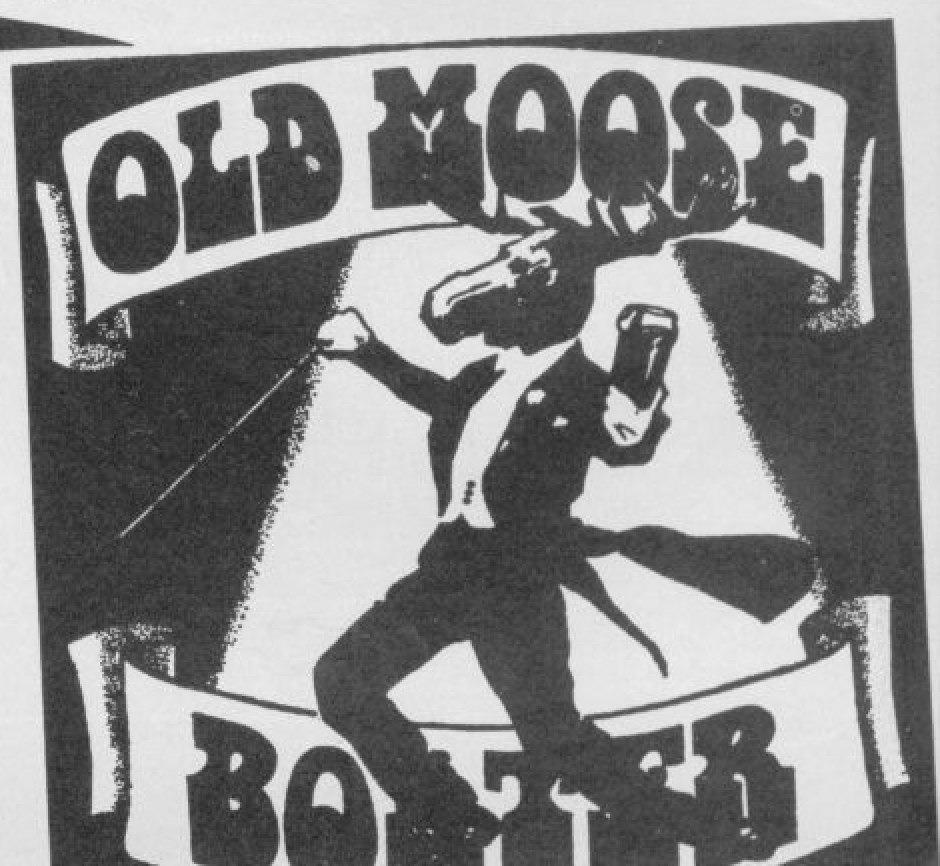
The best adventure ever released bar none and if it doesn't do amazingly well, then I'm a frog's armpit

JINXTER
Label: Rainbird
Author: Magnetic Scrolls
Price: £15.95
Memory: 128K (+3 only)
Joystick: none
Reviewer: Tony Dillon

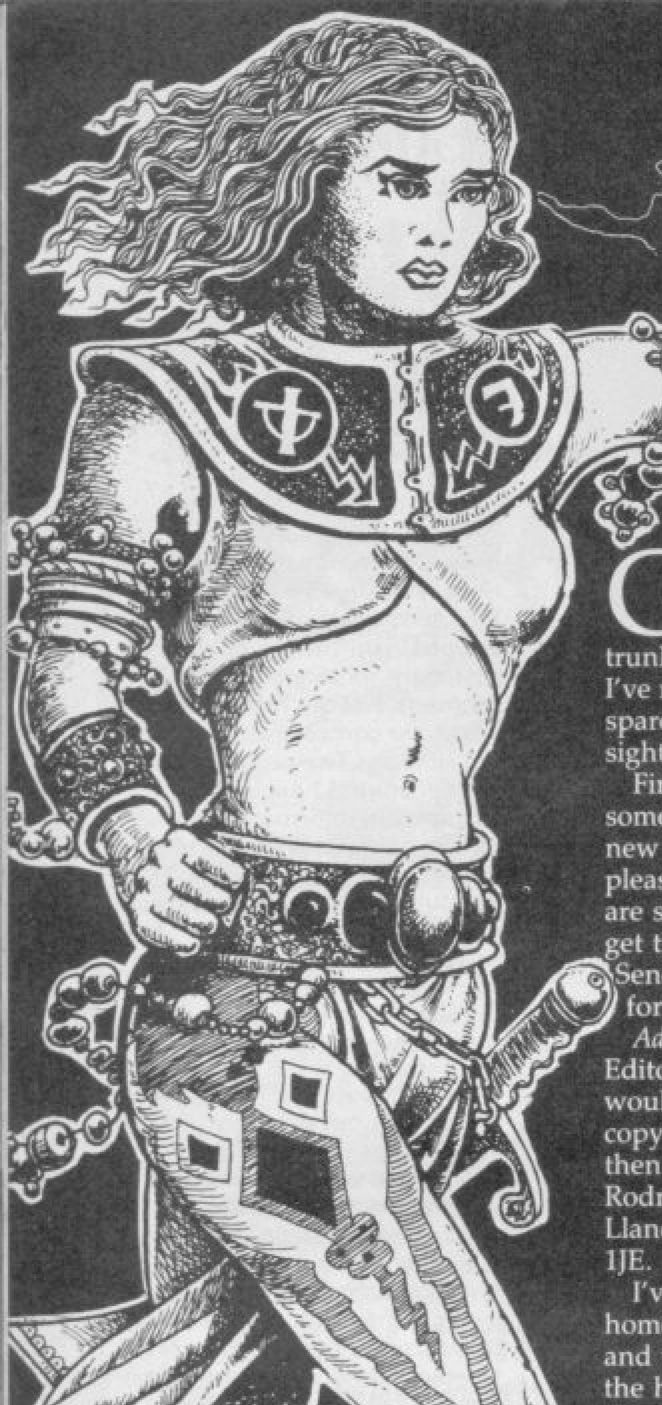
★★★★★
★★★★★ 10

have to find the bits of the wossname and put them together so that the thingumebobs – don't carry on wossnameing. Why the use of wossnawossaname? Apparently, everyone in the world of Aquitania is amazingly absent-minded and they keep forgetting things like where they left their cheese sandwiches. If you haven't guessed, everyone eats cheese sandwiches as well, which you find if you read the free newspaper which accompanies the game.

To translate the first sentence into English, you have to find



TH



Greetings from deep in the moors! I'm up to my eyes in boxes and trunks at the moment, but I've now got loads of room to spare to store them. Out of sight, out of mind.

First, I decided to sort out some accommodation for my new apprentices. You'll be pleased to know that there are still lots of rooms free so get those applications in. Send an SAE and I'll forward the necessary info.

Adventure Probe has a new Editor this month. If you would like to see a sample copy of this popular fanzine, then send £1.25 to Mandy Rodrigues, 24 Maes y Cwm, Llandudno, Gwynned LL30 1JE.

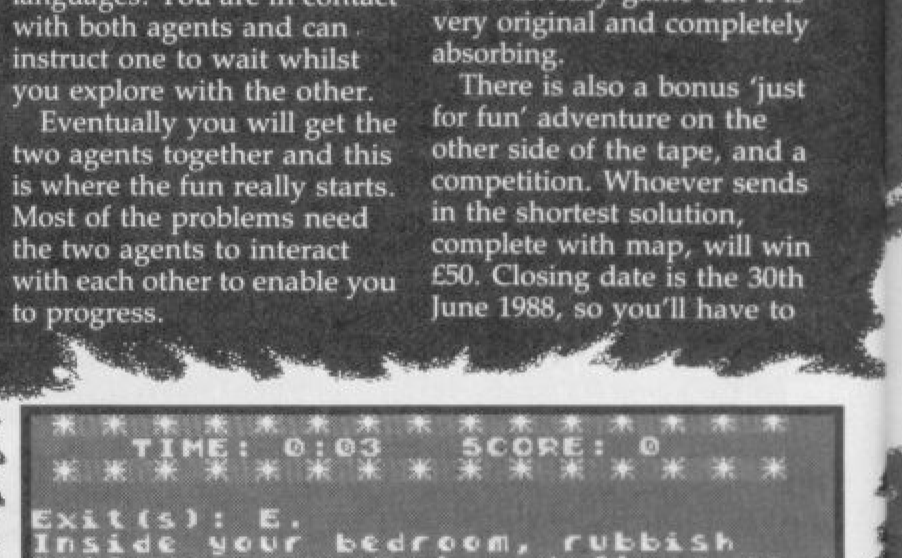
I've received quite a few homegrown games recently and was very surprised with the high standard of some of them.

Double Agent is the new offering from Tartan Software, written completely from scratch by Tom Frost and using a very original idea. Two of your agents have managed to escape from a rebel invading force on the planet Marego. They have been brutally tortured and have lost some of their faculties. However, one of them is strong but uneducated, and the other has a knowledge of languages. You are in contact with both agents and can instruct one to wait whilst you explore with the other.

Eventually you will get the two agents together and this is where the fun really starts. Most of the problems need the two agents to interact with each other to enable you to progress.

The playing screen is very attractive and clearly displayed, with the location and responses for Agent One appearing on the left of the screen and those of Agent Two on the right. You get the feeling that you are playing two adventures at once. This is not an easy game but it is very original and completely absorbing.

There is also a bonus 'just for fun' adventure on the other side of the tape, and a competition. Whoever sends in the shortest solution, complete with map, will win £50. Closing date is the 30th June 1988, so you'll have to be quick if you want to enter.



Double Agent costs £3.95 and is available from Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus DD10 9DT.

Jade Stone is a two part PAW'd adventure costing £2.95 from Linda Wright. Linda has set up her own software company, Marlin Games, 19 Briar Close, Nailsea, Bristol BS19 1QG.

In **Jade Stone** you get to play the adventure as a woman – makes a nice change! You are Amanda, the lovely daughter of Lord Senides from the Kingdom of Nulom. You recently became engaged to your childhood sweetheart, Amanton, who is a likeable, kindhearted guy . . . but a wimp!

You have to rescue

I'm beginning to understand the Bottomlows' feelings towards young Ingrid. She's certainly hard work! She doesn't seem to realise the havoc she causes just by her presence. Ingrid's on her way home now, and she seems to think that she'll be there by teatime . . . we shall see!

Gnome Ranger

Part Three. You need to obtain four gemstones and put them in a gate. It doesn't really matter in which order you explore the areas but the Rock Garden is perhaps best left till last.

In Cloud 9 you need to find the Yeti and ask him to lead you to the diamond. Follow him very carefully, as a wrong move will lead to your death. The Cloudstuff is for the Yeti to line his snowshoes and gain some relief.

Babysit for the Mother Penguin and she will become your friend. When you are stranded on the ice floe you can then ask the Mother Penguin to push you to the west and you will arrive at the Iceberg.

In the caves area, you need to find the fire king and then go to the prison cell and open it. Put the Icechild in the sack so that the Fireguard cannot see that you are rescuing the child.

To end the game you need all four gemstones which you must insert into the gate one at a time and then go north. You should find yourself in Gnomebridge on the road to Gnettlefield, just two hills away in fact.

Federation

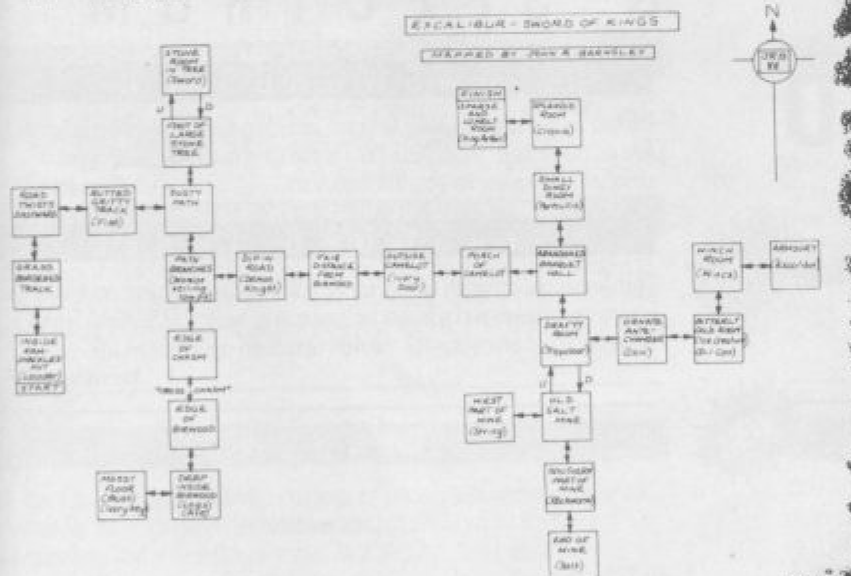
The first thing you need is to find a way to breathe, otherwise you are killed within a few moves. If you go east and then north you find a natuflow air mask, get it and wear it and then go south and east to the cockpit of your Crimson Cloud II space hopper. Here you find three buttons coloured red, green and blue. Press the blue button and your space hopper will connect with the Quann Tulla.

To climb up the open air vent just drop the ladders and go up. Here you will find a shot-cape which you need to wear. To get through the dusty air vent you must crawl northwest and get the combulock key.

The high voltage can not harm you while you are wearing the cape, but you need the glue to deal with the maintenance probe.

HE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.



At least Rita Guinness of Newcastle-under-Lyme is playing something else. She's been struggling for the past five months to get past a bush in **Excalibur: Sword of Kings.** Now that's what I call perseverance, I'd have given up long before that!

You don't need to get past the bush Rita. Rita, are you still there? According to the solution sent in by Jonathan Clay and Christopher Mays of Doncaster, you just have to examine the bush to find a key then go **North, East and cross the chasm, North, East** and **Kill the demon.** Rita, you mustn't kick yourself like that, you'll get hurt!

Many thanks to Allan Phillips of Camden Town, London, who sent in lots of maps and solutions and a full list of his completed adventures. Allan asked it I would be writing to people personally, or just putting answers in the mag. The answer is 'yes', time permitting, I will do my best to answer queries. However, I must stress that no SAE means no answer from me! (Poetry)!

If you enjoyed **Gnome Ranger** then you'll be pleased to hear that Level 9 are planning a follow up which should be out by the summer. I just wish that Ingrid would stop delivering hints in person.

Amanton and your father from the clutches of the evil Mallumo and only the legendary jade stone will defeat him.

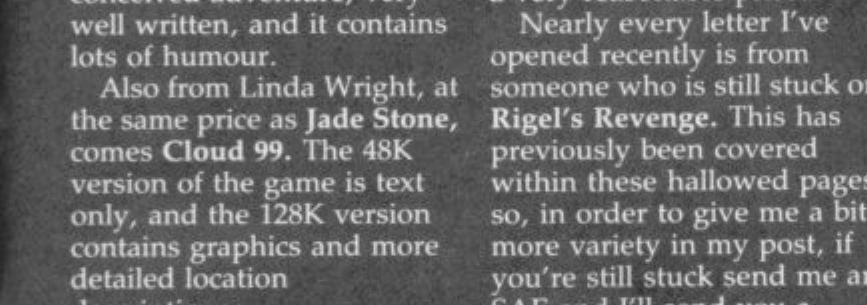
You would do well to examine everything within the reams of text. There are lots of puzzles – some easy, some not so easy – but all of them are fairly logical. A well conceived adventure, very well written, and it contains lots of humour.

Also from Linda Wright, at the same price as **Jade Stone,** comes **Cloud 99.** The 48K version of the game is text only, and the 128K version contains graphics and more detailed location descriptions.

You have just woken from a strange dream in which the sprite, Jack Frost, was messing up the weather, to discover that your bedroom is bathed in a weird light . . .

Your aim is to explore the weather city of **Cloud 99** and put things back to normal before dawn . . . if Jack Frost will let you! Another well written amusing adventure at a very reasonable price.

Nearly every letter I've opened recently is from someone who is still stuck on **Rigel's Revenge.** This has previously been covered within these hallowed pages so, in order to give me a bit more variety in my post, if you're still stuck send me an SAE and I'll send you a solution.



WITTS END

IF you're pulling your hair out or contemplating suicide trying to find an answer to a problem, read out quick fire hints first.

LOADS OF MIDNIGHT part one. – From the start go north to collect your friends. When you find the coat examine the pocket. Use the pills to shrink enough to enter the small door, enter and press the button to end part one.

GNOME RANGE part two. – You need to be wearing the weedkiller to go east past the hedge. Drop the blue telelily into the pond and put the white telelily on the skinny beanstalk. Wait until it explodes then go up. Examine the fern plant and take the fern shoot. The only way to pass the hedge from this side is to enter: GREENSLAVE, PUSH ROCK, PUSH ROCK, PUSH ROCK. Then enter: PUSH ROCK, PUSH ROCK. This way both you and Greenslave will be pushing at the same time.

SHARD OF INOVAR – From the start: Get the Shard, Invole ritual of Decairn to get the Vial of Equat. Go west and examine the boulder, use the vial then examine the tree, examine the hole to see the Hand of Acceptance. Give Shard to hole and the tree roots part to reveal the Path of Peril, the Shard now glows brightly. Give the Ryxblade to the Laryx and it takes you to the Wastes of Sharn where it drops an object.

PLAY IT AGAIN SAM part one. – Silvia's address is 133 De-Lux Apartments, 45 Western Boulevard. To get there hail a taxi. When the driver asks "Where to?" enter, 45 Western Blvd. When you arrive at your destination enter the apartment block, enter the elevator, jemmy the door, examine the photo, open bag, take matches, close bag, examine window, unbolt window to get onto the fire escape. Go down, take the switchblade, east and hail taxi. Examine the matches for your next destination.

THE PHILOSOPHER'S STONE – *The knife can be sharpened to cut the rope at the well. Give the beggar a Dinar and an axe appears in the shop. The hungry man will only accept fresh dates. The lamp can only be lit in the irregular room. Do not open the casket!*



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COIN

PCB Video Game Chart

THIS MONTH	LAST MONTH	TITLE
1)	(–)	Rabbit Punch
2)	(1)	Shinobi
3)	(3)	Bubble Bobble
4)	(6)	Monsterland
5)	(–)	Twin Cobra
6)	(2)	Super Cobra
7)	(10)	Double Dragon
8)	(9)	Hyper Crash
9)	(5)	Haunted Castle
10)	(7)	R-Type

Thanks to Euromax Electronics for the figures

This month, more info and tips on the hot coin-ops that'll be finding their way on to the Spectrum by the end of the year (or at least this decade). Plus, more than that, the low-down

Krusha

Krusha is a very silly game indeed, but has the distinction of being the only arcade game that my Mum has ever played.

No fab graphics or sound here, instead you have a foam hammer with which you bash very silly looking **Pacman** type characters as they pop up from their holes – which they do in a thoroughly random and annoying manner.

You are up against a time limit, and as it goes on, the blimps pop up faster and faster and become harder to hit.

In fact, grown men can be seen, at the end of the session, flailing away maniacally, hairpiece askew, saliva dripping from the corner of their mouths, in an attempt to beat their son's high score.

Simple, massively addictive, **Krusha** is going to be a winner at the seaside arcades this summer.

FAXBOX

Ghastly, but deeply satisfying "Thrash the blob" game

Manufacturer:	Togo
Difficulty Level:	5
Graphics:	n/a
Sound:	n/a
Addictiveness:	9

OVERALL RATING **8**



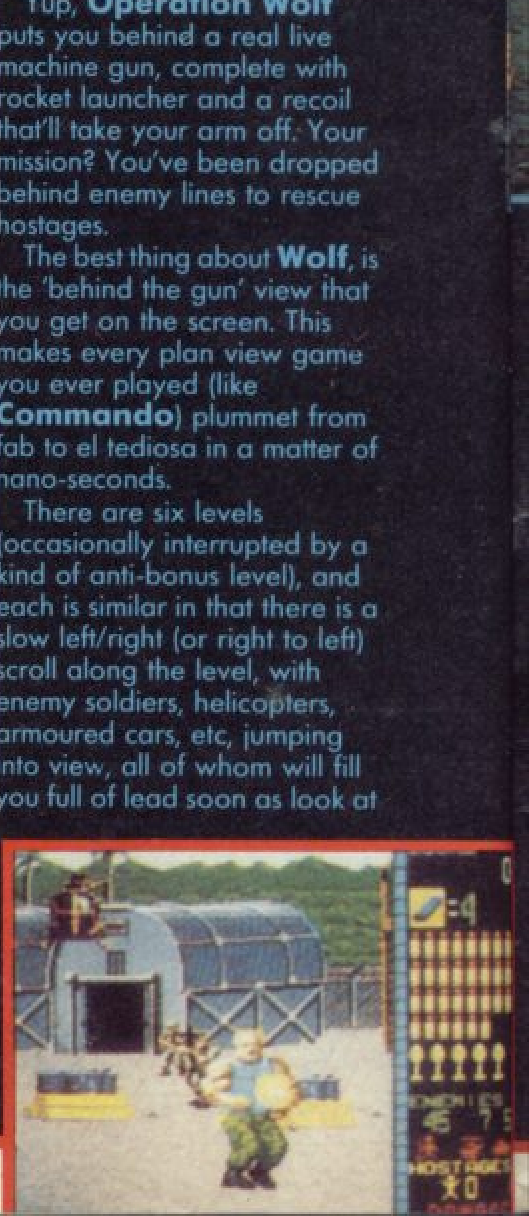
Operation Wolf

Shooting games have always been popular – take **Turkey Shoot** for example – but **Operation Wolf** is going to be the most successful of the lot this summer. It's lining up to be the biggest grosser this year. And when I say gross, I mean gross. This is no namby-pamby game to be played on the standard console of a joystick and two fire buttons. No Sir! We are talking violence here, so steering wheels are out too. What do we need if we really want to do the business? Pass the machine gun please Vicar, I feel a seizure coming on.

Yup, **Operation Wolf** puts you behind a real live machine gun, complete with rocket launcher and a recoil that'll take your arm off. Your mission? You've been dropped behind enemy lines to rescue hostages.

The best thing about **Wolf**, is the 'behind the gun' view that you get on the screen. This makes every plan view game you ever played (like **Commando**) plummet from fab to el tediosa in a matter of nano-seconds.

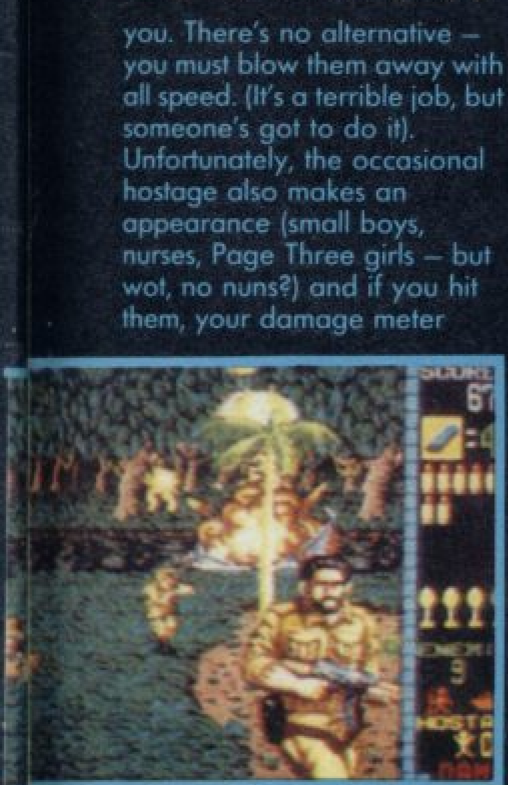
There are six levels (occasionally interrupted by a kind of anti-bonus level), and each is similar in that there is a slow left/right (or right to left) scroll along the level, with enemy soldiers, helicopters, armoured cars, etc, jumping into view, all of whom will fill you full of lead soon as look at





on twelve thousand grands worth of kit that almost certainly won't appear unless Alan Sugar acquires an even odder sense of humour, plus why it's cool to play pins again.

you. There's no alternative – you must blow them away with all speed. (It's a terrible job, but someone's got to do it). Unfortunately, the occasional hostage also makes an appearance (small boys, nurses, Page Three girls – but wot, no nuns?) and if you hit them, your damage meter



takes a big jump up.

What makes **Wolf** so fabby, however, is the size of the sprites. You are not blowing away little 8 by 16 pixel tiny Communists. They are real, life size moustachioed loony lefters and what's more, they hurt. Writhing in agony as the bullets of justice tear through soft yielding flesh (ugh-ick). Bad luck you're out-numbered though – they come on wave by wave – and a pity that your ammo is (theoretically) limited, but for the pure undiluted thrill of the kill, **Wolf** is unmatched■

FAXBOX

Kamakazi Bear's favourite game ever but leave the social conscience at home

Manufacturer:	Taito	
Difficulty Level:	7	**OVERALL RATING**
Playability:	10	
Graphics:	9	**9**
Sound:	9	
Addictiveness:	10	

There can be no denying it, Pinball is back – flashier, zappier and more hip than it ever was. Not that it really ever went away, but the design of these games seemed to lose way over the last four years, with Pin Table makers trying to compete with the growing complexity of video games. More often or not, tables would be so complex as to be incomprehensible, unplayable, and therefore loss-makers for arcades.

Now however, there seems to be a new spurt of great tables; much easier to understand, rewarding skillful play, and sound FX that would blow your ears off. Best of the bunch this month is Bally Midway's:

Escape from the Lost World

"Can you Escape??" booms the machine above the cacophony of tiger roars, jungle drums and hyenia calls. Wow!!

The table plays like a dream, with good use of split levels. There is a mega bonus shot in which you drop the three centre targets down, get the ball down the centre lift or up the left ramp, flip the ball across a bridge with the left hand upper flipper on to the right hand upper flipper, and hike it over a hump into a cave mouth. Then the machine blows up.

This shot sounds difficult, but after a few games, you realise it really can be done, and the first time you complete it, there's a great sense of achievement – probably not unlike having just finished writing a significant 20th century novel.

Escape from the Lost World is fun and – joy of joys – there seem to be a lot of machines around with 5 Ball play.

Finally this month, the **Orbital Defence Simulator** from Symonics Ltd in Norwich – the ultimate in sit-in experiences. Originally developed under a government grant as a flight simulator, it was on show at the recent Blackpool Amusement Trade Exhibition. You walk into this one, and get spun left/right and are tilted up/down as you play the game. The unit zooms around at great speed, and is fab . . . only they haven't got a very good game for it yet. At present, they're using an old zap c1986 from Cinematronics Inc called **Danger Zone** as a demo of what the unit can do – and it's crap. Greater things are on the way 'though and expect to see the **ODS** at certain showpiece arcades in the future.



Next month – more pins . . . and just when you thought it was safe to go back into the Bath Chair, Cybertank!!!!!!





MEGA

PREVIEW

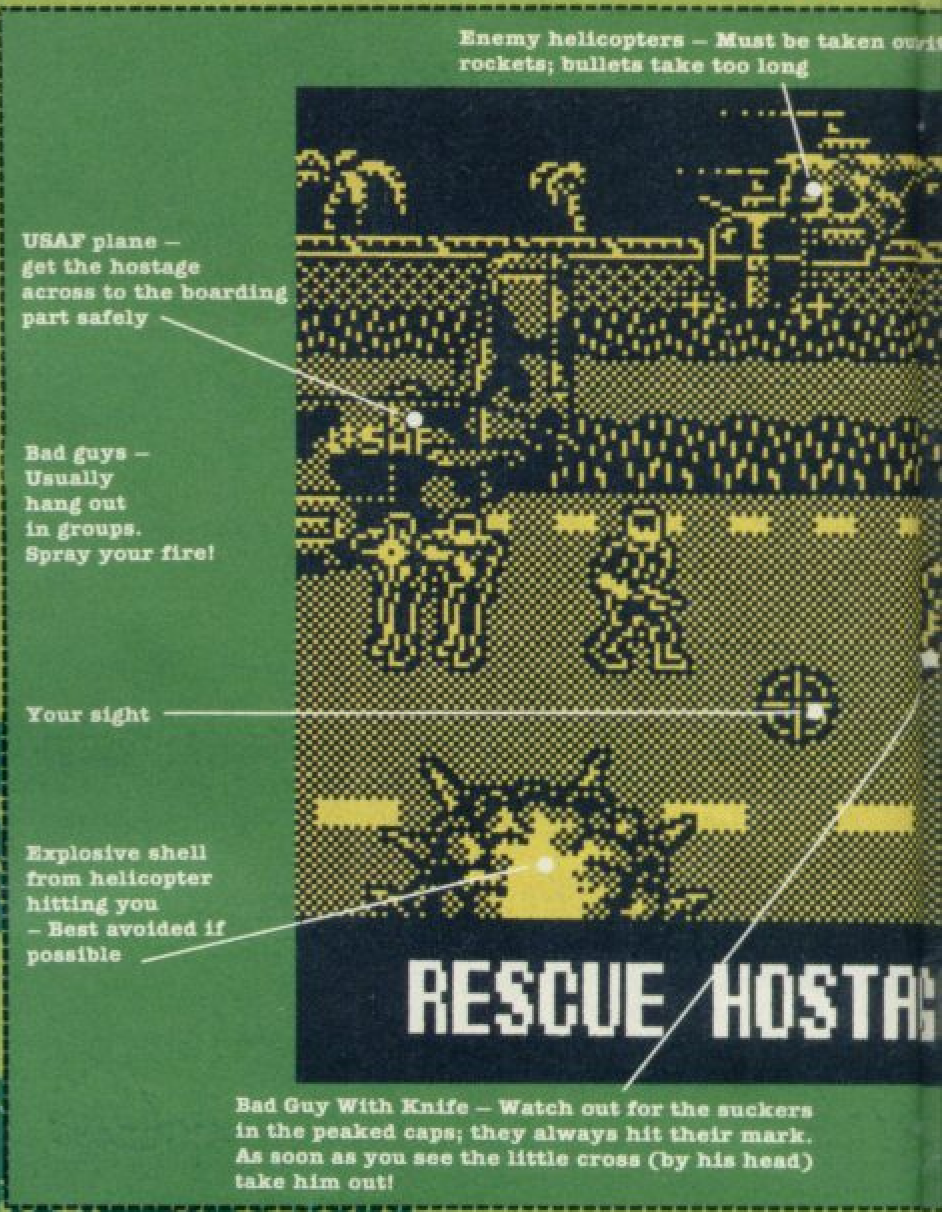
OPERATION WOLF

You know me. (No. Who are you exactly? – GT). You know, the ugly one with the daft haircut and the dirty mac. (Oh yes. Carry on – GT again). Anyway, you know it's not like me to get all sweaty-palmed and excited over many things. Quite a rarity, in fact, to see me emerge from my coma-like state of indifference at all, so when a game comes along that makes me go, "BLOODY HELL THIS IS BRILLIANT!" you can be pretty damned sure that it's better than your average run-of-the-mill affair.

Operation Wolf, in case you haven't enjoyed its myriad delights in the arcades already, is probably the most realistic, exciting and downright violent shoot-out coin-op to appear in ages. The theme is pure Rambo; parachute into enemy territory, blow up fuel dumps, raid ammunition bases and rescue hostages.

Most of the appeal of Wolf lies in the frantic









combat situations in which you find yourself. The gameplay itself is far from complex. You guide a sight around the screen, and can fire rounds from your machine gun with one button or rocket grenades with another. The only degree of finesse, expertise or skill comes when trying not to kneecap hostages as they flee from their dribbly-mad captors.

Wolf isn't a game involving a whole lot of diplomacy. Literally hundreds of screaming, moustachioed nuts run, jump, stumble, fall and parachute on to the screen, firing their filthy commie rifles at you. In a spate of crazed

ut with

Enemy armoured cars – V. tough. Rocket grenades will do the trick, though



Score

Magazines left

Rounds left in current magazine

Rocket grenades left

Enemies remaining – Eight helicopters? Lordy

Hostages rescued – You can't complete the stage without getting your quota

Flat-Top Bad Guy – Wearing body armour and carrying an M32 machine gun. You can only kill him by shooting him in the face (Tee hee)

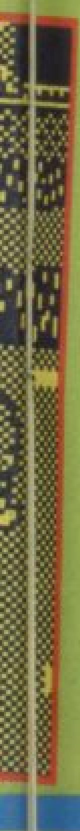
machine-gun annihilation unparalleled in any game I've seen you just squeeze the trigger and wave the sight left and right blowing everyone away.

It's an impossible conversion. It just can't be done on the Spectrum. The graphics are too big, there's too many of them and there's just no way you could make a half-way decent version for a home computer. While this is perfectly obvious to poor saps like you and me, it appears that nobody's told Ocean, who have created a working pre-production version that's quite honestly incredible. It's roughly the same principle which says that the bumble bee can only fly 'cos it doesn't know that the rules of aeronautics say it shouldn't be able to. Ocean continually takes on ridiculous tasks and pulls them off, simply because it doesn't realise how difficult they are.

Everything moves along as quickly as the arcade game, and all the stages are there too, with vast numbers of bad guys appearing on the screen at the same time. There's no loss of speed no matter how much is going on at once.

Believe me, Operation Wolf is going to be so hot it'll burn your fingers. Don't miss it.

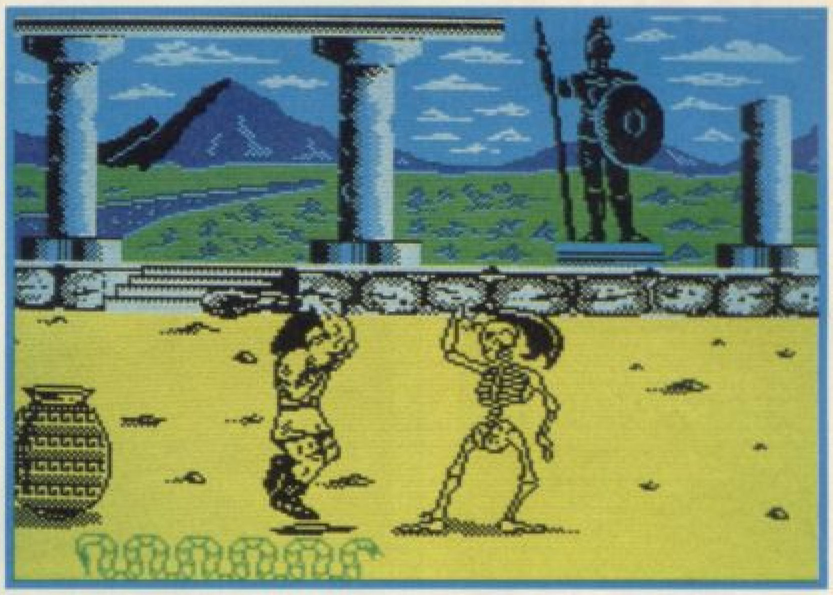
Streetdate: June.
Price: £7.95



PREVIEW 2

HERCULES

If you lurv those Dynamation films in which golden-thewed heroes fight with living skeletons, harpies, centaurs and dragons (all courtesy of special effects man Ray Harryhausen), then you'll probably like Hercules – Slayer of the



Damned. Just why hero Herc wants to slay the damned, who have enough to be miserable about already, we don't know, but it's probably something to do with the twelve tasks he has to complete in order to please the Gods.

This multi-screen arcade adventure takes place in scenes including ancient Greek temples and burning hells, and Herc has to fight sundry monsters in his quest for forgiveness (oh yeah – he chopped up his kiddies while they were asleep, a bit off even in ancient times), Gremlin say you'll have to be "herioc" (I think they mean "heroic" to complete the quest.

It's all Greek to us, hur hur, but the game looks spiffy and it's going to be on disc too.

Streetdate: May.
Price: £9.99/£12.99

BMX NINJA

BMX Ninja, explains Alternative Software's press release, in a manner rather too brash for my liking, is, "The ultimate BMX contest."

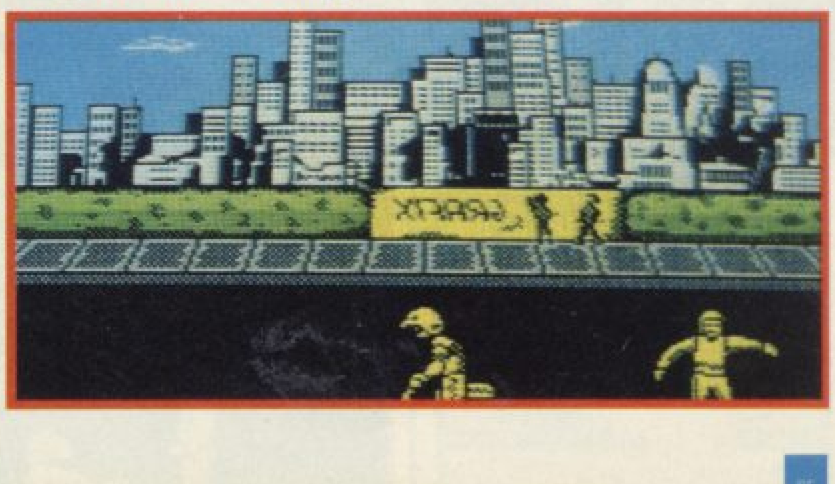
If ultimate means last, then personally I'll be none too upset. I've had quite enough of being forced to put on big yellow pads and a plastic hat that catches in your hair and really hurts when you try and pull it off.



Still, at least this one has got a twist of some description. Apparently you have to glide aorund the place, clocking people under the chin with your front wheel and trying to graze their shins with your pedals.

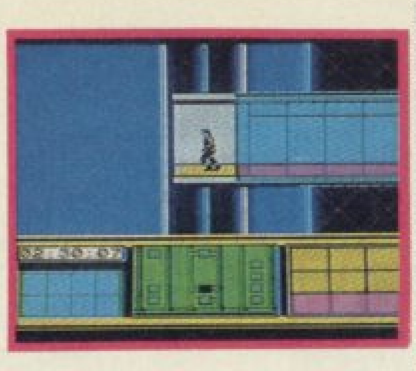
It all sounds frightfully unpleasant, but will probably sell trillions.

Streetdate: May.
Price: £1.99

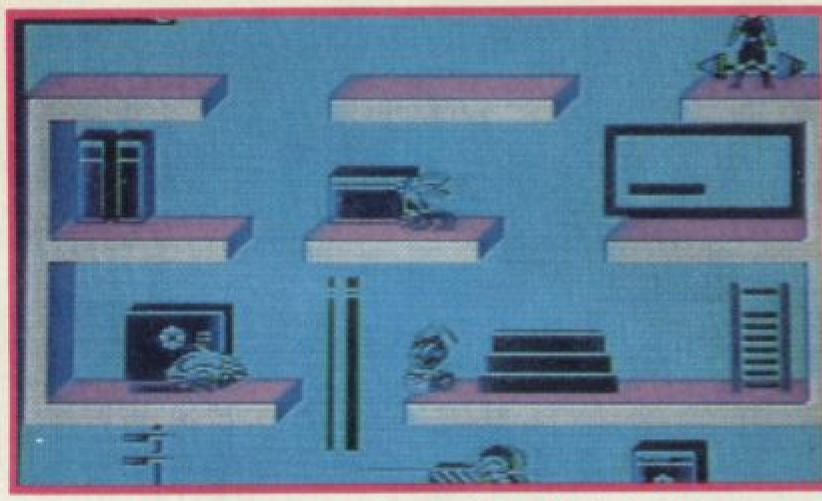


PREVIEW 3





IMPOSSIBLE MISSION 2



It's two years (apparently) since Elvin Atombender sneaked off into the distance following his defeat at the end of *Impossible Mission*. Now, from Epyx, comes the return of Elvin Atombender and a new game by the surprising title of *Impossible Mission II*.

The plan is simply to snuff old Elvin and rescue the world and make it a safer place in which to live. S'is a piece of easy peasy innit Peeps?

Along the way there are going to be all sorts of things to collect like keys and numbers and clues and special sweeties and oggy pops (oh, sorry, that's *Trapdoor II*, isn't it, sorry) and I get the feeling that what we're really talking about here is an arcade adventure game with more than a hint of strategy. Am I right, or am I right people?

Epyx have provided us with three screenshots, none of which looks much cop, since all they show are a load of old boxes in pukey magenta and a nasty flickery little sprite man (presumably yourself) and not a sign of Atombender anywhere. The whole thing looks quite ghastly so far, but I'm sure that they can, 'fix it in the mix' as Chris Jenkins always says, so I'm not passing judgement before I've seen the whole game, at all, am I?

Watch out for robots, guards, mines, trapdoors, Berks and elevators. Sounds simply spiffing.

Streetdate: May.
Price: £8.99

MICKEY

A couple of months back we gave you the latest hot poop on Mickey Mouse – The Computer Game.

An awful lot of Nastiness has taken over Disneyland, the rotten old Ogre King has stolen the Magic Wand of Niceness and everything has gone dark and, well Nasty really. Not only has he whipped the wand, but he's also split it into 4 bits and given one piece apiece (Uuuh? – GT) to 4 Nasty witches up 4 Nasty towers, and it's up to Mickey to go and sort things out, and make Disneyland Nice again.

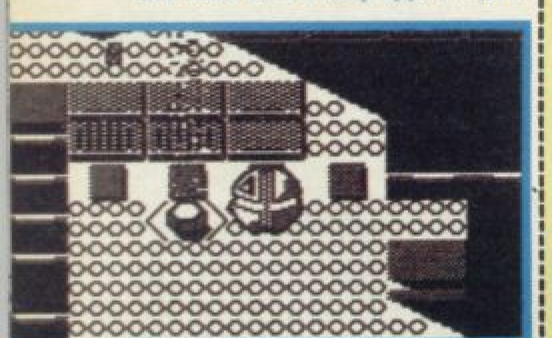
Armed only with a water pistol (full of magic Nice wa-



DIAMOND

Underdog, underdog, underdog. It's all the same these days, isn't it? I long for the chance to be a goose-stepping pea-brained dictator, ordering millions of troops all over the galaxy to smash puny yet heroic rebel fighters into itsy bitsy bits. I'm sick to death of all this stiff-upper lip rubbish.

Diamond, from Destiny Software, is a particularly bad example of this sort of offender. There you are, a helpless little security robot stuck on a spaceship full of nasty, nasty criminals, having to potter around and seal up all the corroded holes which keep appearing in



the hull of the ship so the nasty nasty men don't escape.

And that's just about all the information we've got, so look at the screenshots and go, "ooo," in the meantime.

Streetdate: May.
Price: £8.95

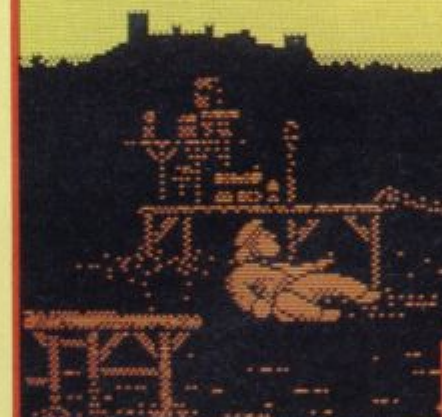
SHANGHAI KARATE

OK. OK. I know it's another karate game, but please bear with me. This one is called Shanghai Karate **and it's from Players. Nothing too astonishing so far, I know. Well, just to tickle your taste-buds a bit, it's been written, in part at least, by Colin Swinbourne, the man behind** Thing **(last issue) and this month's girlie interview subject (page 65).**

Players are promising all number of interesting features, like digitised 128K sound and other twiddley bits like animated backdrops. The pics make the whole thing far more interesting, but whether they've managed in any way to beat oldies like Way of the Exploding Fist, **or newcomers like** Street Fighter **remains to be seen.**

Paying closer attention, I reckon the characters look a little on the portly side. It's all very well being a masterful fighting machine, but if you can't even keep your waistline below 40", you're not going to be anyone's idea of a bit rough (so Tamara keeps telling me). Looks fab, though a trifle overweight.

Streetdate: June.
Price: £1.99



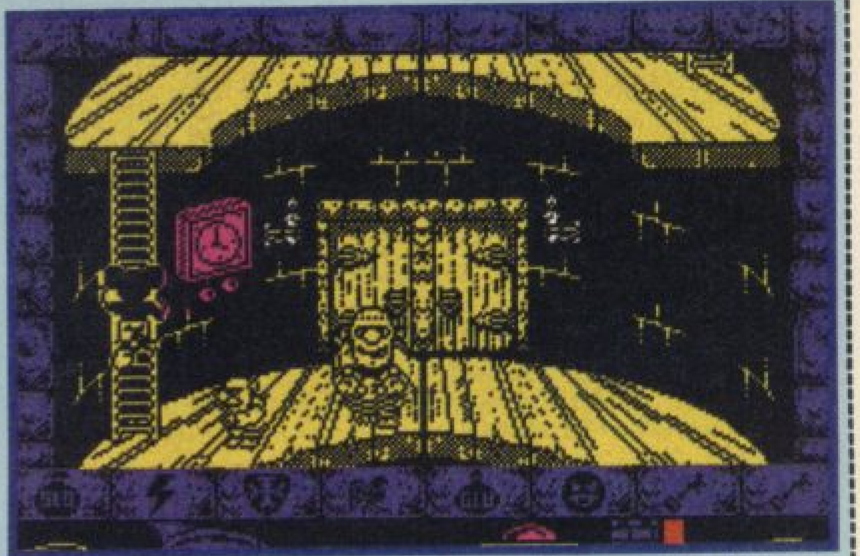


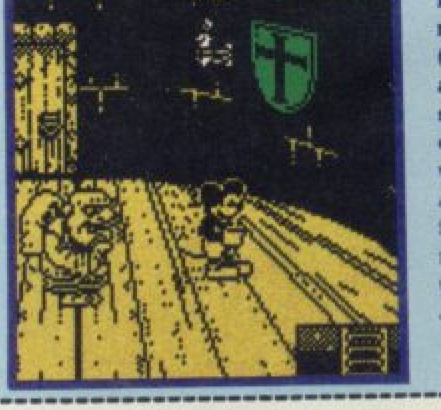


MOUSE

ter) and a hammer (full of, well full of Nice metal I suppose) Mickey has to go into each tower one by one to bash the ghosts and shoot the ghoulies (ouch) and generally clean up things. As he climbs higher and higher within the tower, he must shut off all the doors. This can only be done by entering the door and winning the sub game that lies within. Some of these are like upside down Space Invaders, some simplc Platforms and Ladders. There will be four sub games in all, and they'll be rotated, so the games don't end up in the same towers. Further up the tower (right at the top to be exact) Mickey will encounter one of the witches, and then will have to grapple her and remove the piece of Nice-wand which she holds. Four witches grappled and the wand it Mickey's. Once he's got the wand, he must defeat the nasty Ogre King himself, and he's won the game and everything will go back to being absolutely scrummy again.

Bleeurghwooaraghththt-htghh!!! I'm sorry, That was me being thoroughly sick all over my demo copy of Mickey Mouse. How completely vomit-inducing and sweet and lovely. All that twaddle with magic water and hammers, and d'you know what it's for? It's all because Mickey Mouse can't be seen to kill anything. What a load of cobblers. How much damage does your average hammer do to someone when applied with great force to their head, eh Gremlin? Answer me that one?





But I digress. Despite all the saccharine and goo, Mickey looks very good so far. We've seen him up and running around the screen (ya boo sucks, you haven't) and he's a very faithful representation of his cartoon counterpart. (Try saying that when you're wearing your Aunt Edna's teeth). So look forward to a high pitched roadent on a Spectrum near you some time around Joone.

Streetdate: June.
Price: £7.95

PREVIEW 4

GEE BEE AIR RALLY

Now here's a thing. Well, here's a picture actually . . . And it's a picture of? Yes. It's Activision's **Gee Bee Air Rally.** It's a reworking of the roister doistei air races that wealthy divs used to hold back in the 30's just when flying was becoming fast and fashionable.



The idea of the game is to participate in twenty stages of airborne speeding chasing computer controlled opponents around markers and performing stunts too.

Looks fab.
Streetdate: June.
Price: £7.99





VINDICATOR

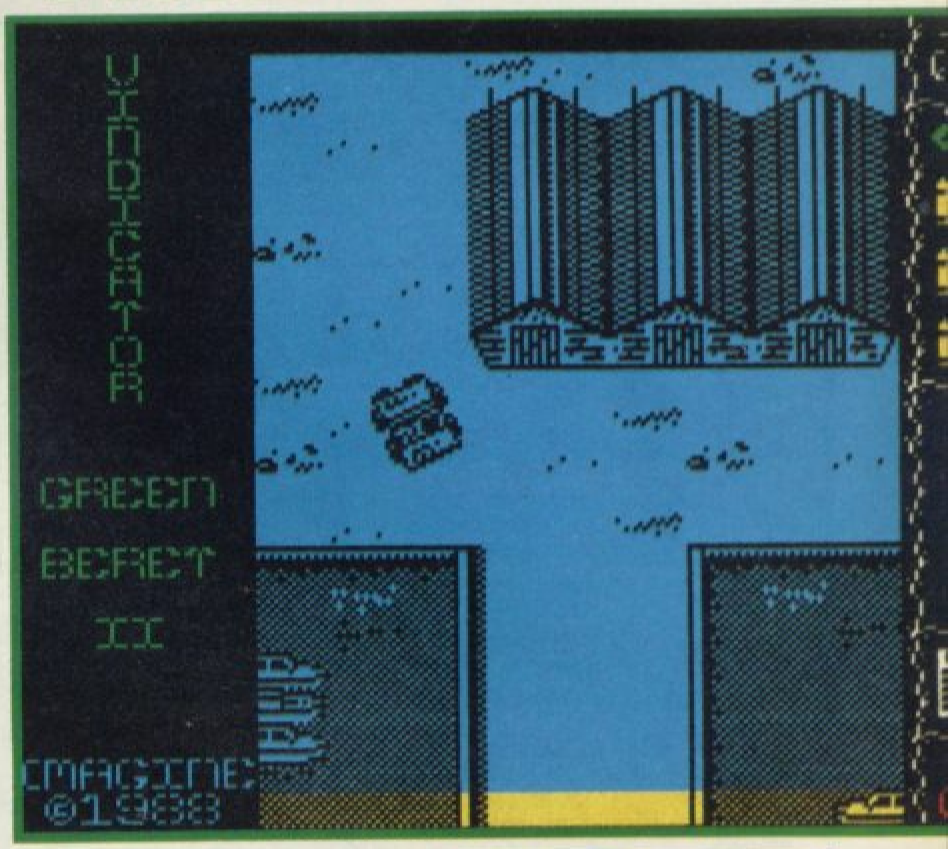
Vindicator? What sort of a nancy boy woeful sort of name is that for a game? Well hold your horses, you mince-tarts, 'cos it's Green Beret II in disguise! Ocean seem to have found a loophole of some sort in their licence arrangement that hasn't really been exploited before. Although there were no coin-ops of either Green Beret II or Renegade II, they seem to be allowed to churn out sequels using the originals' names without any worries.

Vindicator starts off with a flying sequence, with you – shown in plan view – in a US bomber, flying over enemy terrain, taking out hostile elements of the geography – barbed wire fences, mines, tanks etc.

And you'd better make sure that you take out the majority of the tricky stuff before the end of the level because all of a sudden, already, ka-pouf! you're back going over the same area but on the ground in a jeep. You can swing it around left and right, accelerate and decelerate and shoot too.

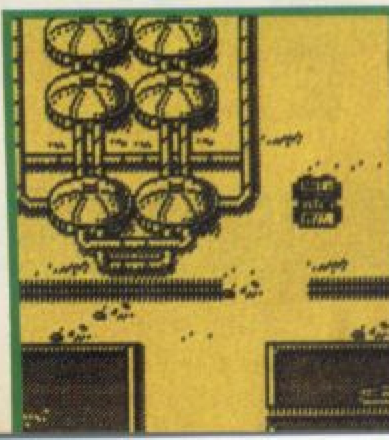
It's all pretty incredible. The jeep has got 16 angles of direction, and it handles beautifully – you really get the impression of slipping around in the mud on the poorly constructed roads.

Crashing through the barbed wire coils is definitely not-on, as serious punctures will ensue, and your steering will become more difficult than trying to nosedive into a thimbleful of custard.

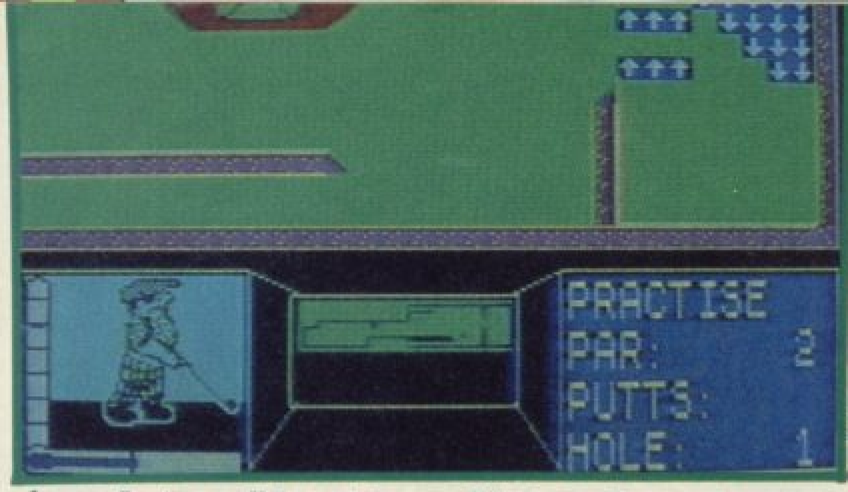


Graphically it's shaping up into a bit of a corker, and the gameplay, involving racing along railway lines, crashing over wooden fences, blowing up tanks and – if you're not careful – plunging down enless chasms, looks pretty good too.

Streetdate: May.
Price: £7.95



PREVIEW 5



MINI-PUTT

I've only ever played crazy golf once. And it wasn't particularly crazy. It was bloody cold. Southend Seafront was the venue and my hands got so cold I couldn't pick up any small objects for hours and hours. Just as well I went to the loo before I went out.

So. When Electronic Arts sent us this photo of their up and coming Mini-Putt and a press release explaining that it contained all the whacky zany elements of the outdoor version, except the freezing weather, I though that it sounded like a good idea.

Windows all over the place in this one – plan view, golfer's eye views, ball's eye view. You can aim the direction of the ball and control how hard to whack it.

I wonder if anyone will be able to get it through those impossible windmill things?

Streetdate: June.
Price: £8.95

IN THE WORKS

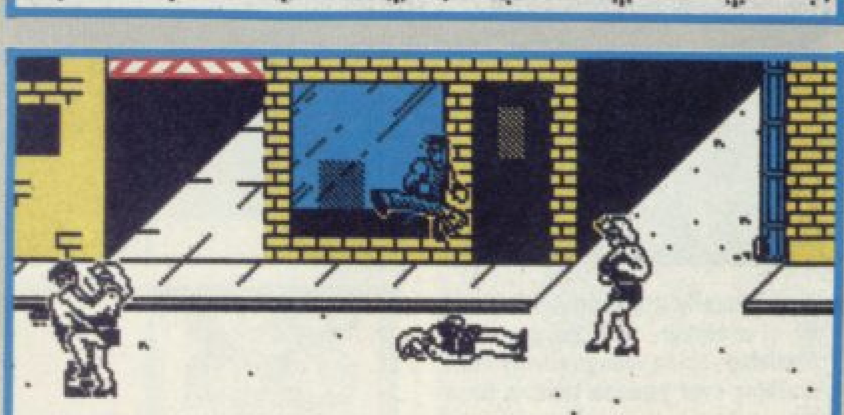


KER-BOSH! Take that! More screens from Target Renegade. **An interesting point which has now emerged (well, we forgot to tell you last month) is that you can team up with either a baddie or the computer and take on the bad guys.**

So if you're getting your, er, self mangled by a 6' 2" hooker, your ally should be able to come to the rescue. You can also pick up the weapons that the bad guys drop. In the pool hall, a particularly satisfying effect can be had by smashing a cue across the forehead of one of Mr Big's bodyguards. Wallop. Review next month. And I didn't even have my fingers crossed!

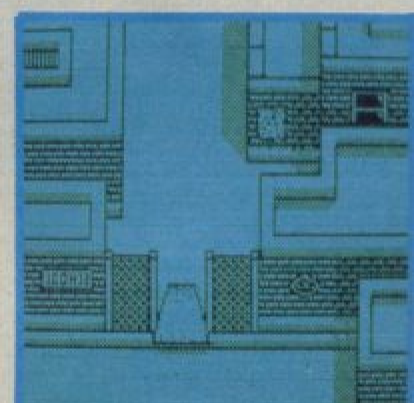
Streetdate: May.
Price: £7.95





MYSTERY Screenshot Time!

Hello! Welcome to the first of a brand new series: Screenshot Line-up. We print a screenshot and we DON'T TELL YOU ANYTHING ABOUT IT! If you can guess



what game it is before we tell you next month, Tamara will give you a big kiss down the phone (No I won't – T.H.) all right, I'll give you a big kiss down the phone, which I'm sure is equally appealing.

NEW software companies seem to be growing on trees these days. A lad can't so much as take a bit of shade under his favourite sycamore any more without a stinky great conglomerate falling on his head. Especially Budget ones. Take Zeppelin Games for example. One minute everyone thought that a Zeppeliln was a big silver sausage that goes chug chug chug boooooooooooooom! and the next people come up to you in the street and say "Hello, have you seen **Frontline** and **Sabotage** from Zeppelin? They're great. **Sabotage** is a fab shoot-out in space that's really addictive, and **Frontline** is a sort of Wartime shoot-out in Wild West style, and they look like matching Players quality, too." Funny old world isn't it?

STOP PRESS
REVIEW
STOP PRESS

"'Allo Baldy!" Just for your own personal reference, this is absolutely not the way in which to address the superhero **Karnov.** Not if you value your limbs and your ears, that's for sure.

Bald he may be, but there's no stopping the fat little Rusky in the snazzy red jim-jams. (No, no, get off my ears)!! Breathing fire all over the myriad of monsters which come his way, he's truly a force to be reckoned with. And he's a coin-op conversion.

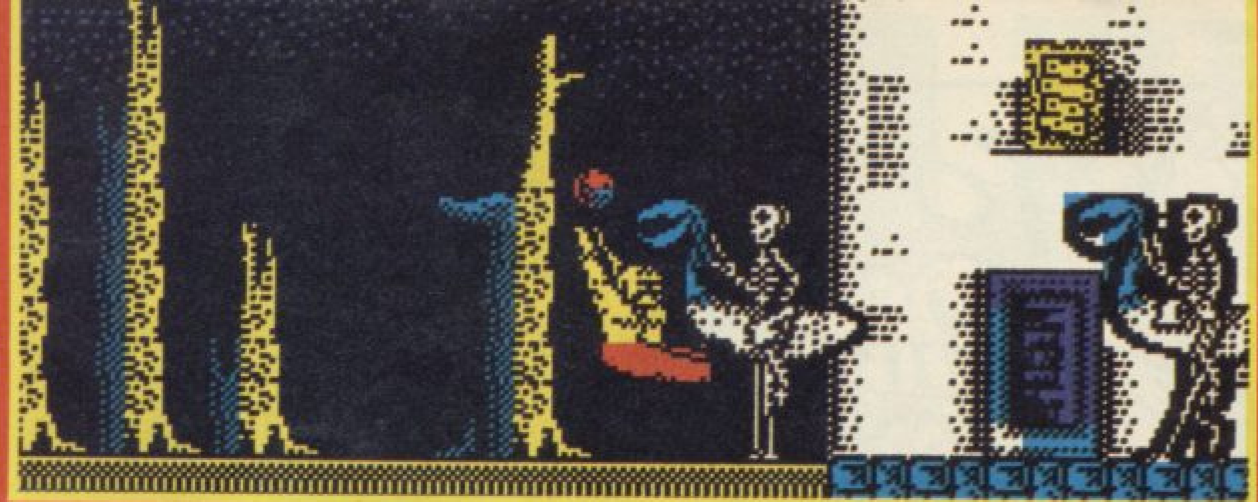
Perhaps you've not heard of



the coin-op itself. But just for reference the Speccy version is very close and very good.

It's not just that the Spectrum gameplay follows the original so closely that it's treading on its toes. But the graphics are absolutely marvellous. Colour is used lavishly throughout, and not once did we see an icky splurge. How? Well, Electric Dreams' programmers have employed the same technique used by Mike Singleton in **Dark Sceptre,** using a 'mask' to separate each sprite from the background. So, as even you daft lot can tell, merely by looking at the screenshots on this page, everything looks extremely pretty.

Enough of the prettiness,



ARCADE ★ REVIEW

KARNOV



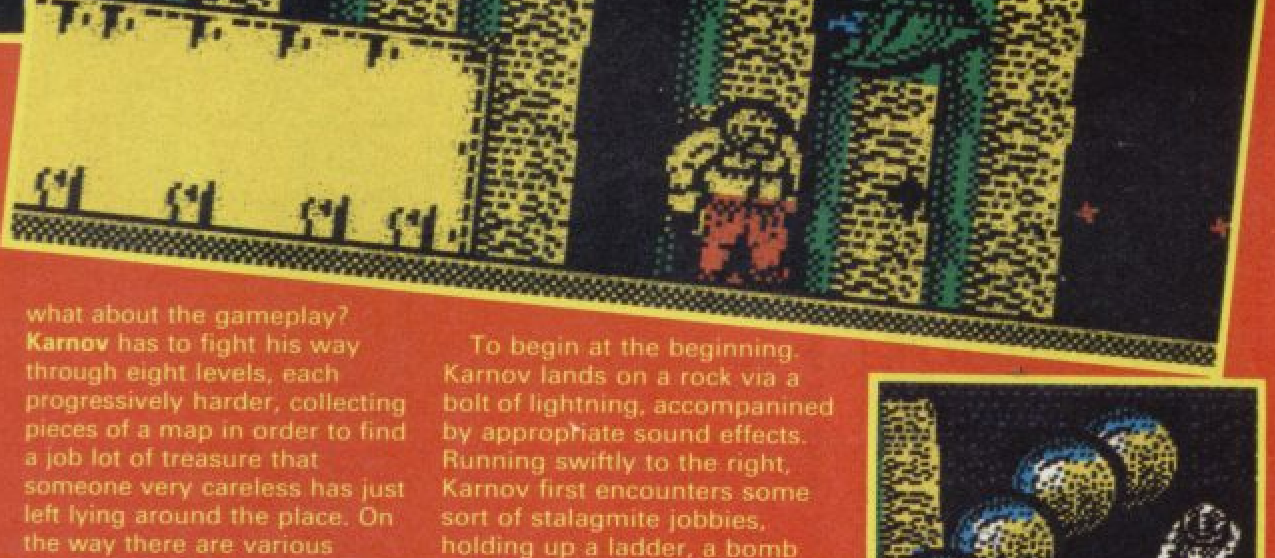
FAXBOX

If fat Russians are your bag, then Karnov should fit very confortably over your shoulder. A very close conversion

KARNOV
Label: Electric Dreams
Author: Mr Micro
Price: £9.99
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★★★★★★★ 10



what about the gameplay? **Karnov** has to fight his way through eight levels, each progressively harder, collecting pieces of a map in order to find a job lot of treasure that someone very careless has just left lying around the place. On the way there are various demons to defeat, and gingernut throwing lunatics to zap. Yup. There's a guy who chucks biscuits. Coer. Whatever will they think of next?

To begin at the beginning. Karnov lands on a rock via a bolt of lightning, accompanined by appropriate sound effects. Running swiftly to the right, Karnov first encounters some sort of stalagmite jobbies, holding up a ladder, a bomb and a hunchback little yob who lobs the aforementioned biccys at you. Fire repeatedly at the bloke with the bourbons, and they'll both disappear. In fact, fire at everything that comes your way, flappy birds, skeletons on ostriches, little green men with pointy swords, fish, stone heads, trees, lions, Arabs and anything else that moves.

So there's a lot to destroy. And each of these items comes hurtling towards you like the proverbial out of hell, and if your trigger finger isn't up to the mark, then you're going to get roasted before you've even begun.

Later in the game you can add to the ladder (which can be extended and used to find choice items otherwise out of reach) and the bombs, all sorts of other goodies. Especially useful are the flying shoes, which not only allow Baldy (mind me legs)!! to fly, but also make his jim-jam botts flash red and blue and look ever so nice. Mmm. There are also fire power bolts which give Karnov extra fire power and some extra special 'K' icons which give the boy an extra oomph.

He's big, he's bad, he's bald and he's fiendishly difficult. He's smart to look at and he's fun to play. He'll give you hours of entertainment and make you cry with frustration (well it made me cry anyway). **Karnov** is definitely one of the best conversions that I've ever seen.



The only fault that I could find was the speed, which at first seems a touch slow. But as the mad ostriches start coming at you thick and fast, you realise this was only to lull you into a false sense of security.

We've waited quite a long time for **Karnov**, and I can safely say that it was well worth the wait. A real corker■



HINTS AND TIPS

- **Use the ladder to explore. Sometimes you'll find goodies at high level**
- **Watch out for the bats. Never let them get behind you, if necessary, retreat**
- **Shoot the heads on Level 2 very fast indeed. They take a lot of killing, so don't let more than one get on screen at a time**
- **When you've got your flying boots on, drop bombs. These are especially useful for trashing the stone heads**
- **The fish at the end of Level 1 can be killed by firepower, or by the boomerang. But you've got to find it first!**



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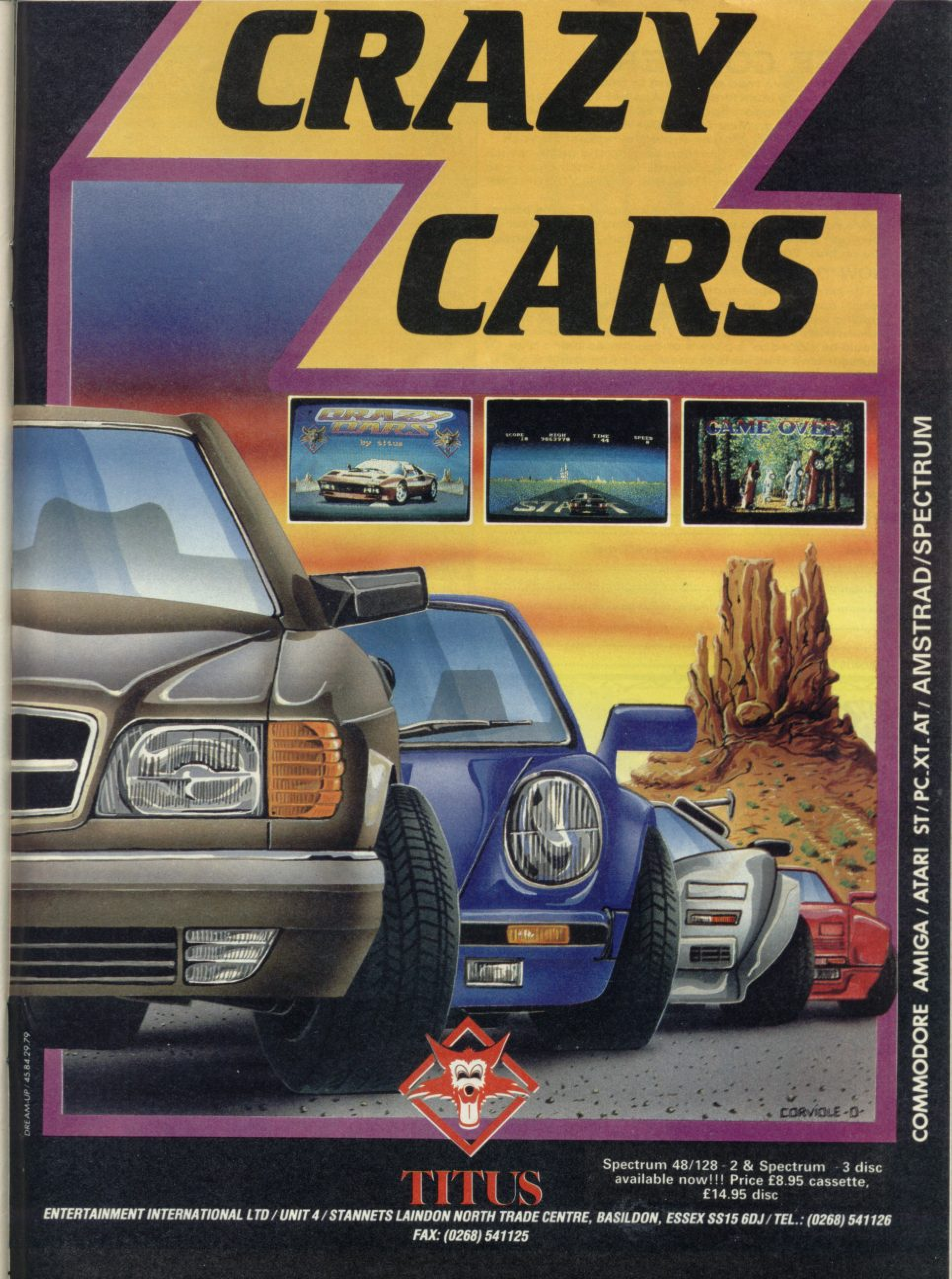
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GREMLIN SUPPORT A GREAT CAUSE CORNER

As you may have read elsewhere in this issue Codemasters is launching *Race Against Time*, a sports simulation, to support Sport Aid '88. Your first chance to see the game is on May 7th on *Get Fresh*, the Saturday morning kids show. On the show the hottest joystick wagglers in the country will be playing the game, which they won't have seen beforehand. It'll be their chance to shine in front of millions of viewers. COULD YOU BE ONE OF THEM?

If you think you're a pretty hot computer game player now's your chance to prove it! Represent Sinclair User on the great *Race Against Time* computer game challenge, live on May 7th!

HOW TO APPLY

The people to appear on the show will be selected by a special *Sport Aid '88/Codemasters Experts Panel.* Judging will be on the basis of the scores claimed on any five recently released games. The scores you claim should be signed by a parent or teacher as being true. Of course it isn't that hard to cheat, but just think what a complete Drongo you're going to look if you aren't any good!

Send the form, together with a stamped, addressed envelope, to: The Race Against Time, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU. THERE IS VERY LITTLE TIME, CLOSING DATE IS FRIDAY 29th APRIL!

ENTRY COUPON

Name:.................................. Age:........Phone:..............

Address: ....

....

Game Score/Time

1 ....

2 ....

3 ....

4 ....

5 ....

Parent/teacher ....

Last Month's competition

Well despite having around two minutes to find a caption for the last competition, there were some fair offerings. It was a pretty bizarre picture though, you have to admit. Gremlin expected lots of dodgy comments about the woman in the picture but there were more suggestions which involved the little bear in the corner. There were various ideas about this including some awful puns "This is definitely the best way to play a Macsen Game, the tension is un-bear-able," that from Cathy Welsh of Glasgow. The winner, which appealed to Gremlin's sense of the absurd was this from the mysteriously named J & J Ogden Ogden at Droylesden, Manchester, who suggested that the Bear has taken over the Zombie-like humans and is saying: "You cannot resist, I am in control, you will now remove this ridiculous chequered overall from my royal bearsomness . . ."



GREMLIN'S NEW WORDPROCESSOR DRAMA

(indent)!#/neW Technology HITS Grem/lin:::

% Åatheeese rrowred processors are&* a real assettt!(indent off) aren't theyy? (Code1 bold)I've

(new line) certain ly got the hange of this one



GREMLIN'S DID YOU KNOW THIS? CORNER

(A collection of surprising facts about all sorts of things)*

- in 1264 the earth was invaded by a shoal of giant halibuts from outer space
- One year there was a football match Liverpool didn't win
- The Beatles, John, Paul, George and Ringo were in fact Belgians
- Madonna is Michael Jackson's sister!
- Rick Astley never wears trousers!
- Jonathan Ross invented the Eccles cake
- The most common cause of death is 'upset tummy'
- Any day now Amstrad will launch the +4 which will be totally fantastic and very cheap and completely Spectrum compatible
- The average lifespan of the average fish is 578 years
- Most suicides are the results of gardening programmes on BBC2

*Which are, alas, all completely untrue

Gremlin

Caption Competition number 18



Digging around the EMAP Films Distribution Publicity Shots filing cabinet, Gremlin came across this picture of a geezer with a Rolex and bird with long hair. Rumour has it that he went on to be famous as a Secret Agent, and she bacame famous as a dolly bird with long hair.

Gremlin doesn't actually give a hoot about what they're up to these days, or indeed what they did in a previous existence. Gremlin just wants you to put a caption to this picture, wop it in the post and sit back and wait to see if you win. No smut, sexism or innuendos. Doesn't really leave you much to play with does it? All entries to reach Gremlin by 30 April.

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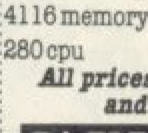
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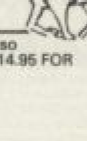
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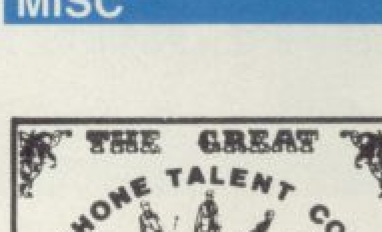
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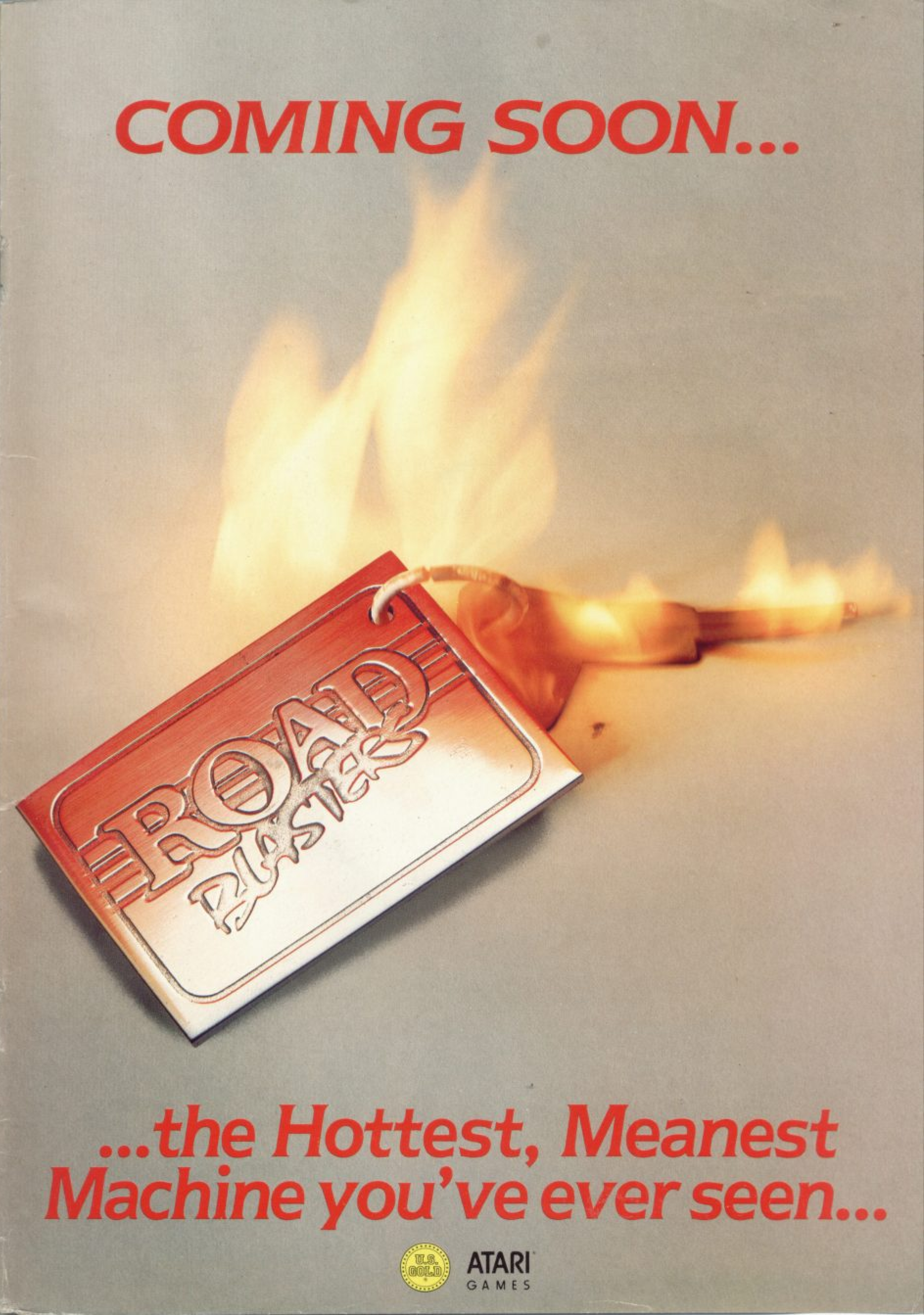
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